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50 REASONS WHY YOUR PS2 IS THE BEST THING EVER!

THE BEST NEW GAMES FIRST

- ONIMUSHA 2
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- TIME CRISIS 2
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ON THE COVER
An eyeful of evil – *Code: Veronica X* provides more undead unpleasantness than your worst nightmares.

ISSUE 010/AUGUST 2001

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It's time to pack those green herbs once more for our world exclusive review

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Sarah couldn't wait for the next thrilling instalment of Katie's holiday romance with the dreamy Julio.

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The world's most gruelling motorsport hits PS2! Play it here!
LE MANS 24 HOURS
"ENDURANCE RACING AT ITS MOST EXTREME"
EXCLUSIVE!
THE MAKING OF GRAN TURISMO 3
Behind-the-scenes footage, full game history, interviews, a GT3 quiz and more!
PLAYABLE #002
GAUNTLET: DARK LEGACY
PLAYABLE #003
STAR WARS: SUPER BOMBAD RACING
PLUS! ALL-NEW FOOTAGE OF THE HITS OF TOMORROW
DVD ROM
SONY

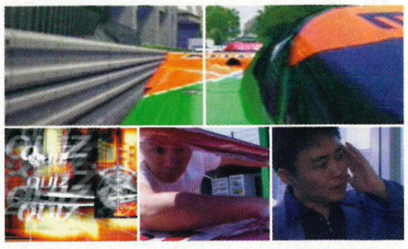
ON THE DISC

ON THIS MONTH'S DVD-ROM, WE'VE PLAYABLE DEMOS, PREVIEW FOOTAGE PLUS OUR EXCLUSIVE *GT3* FEST!

PLAYABLE DEMO 1/
LE MANS 24 HOURS
Not quite a day's racing here, but three laps of Suzuka East with a choice of six cars should whet your appetite.

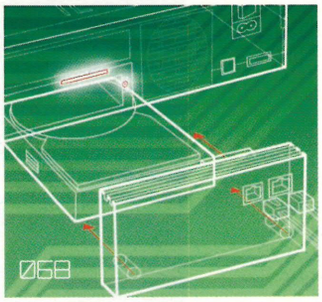
PLAYABLE DEMO 2/
STAR WARS: SUPER BOMBAD RACING
Cute kart racing as either Yoda or Darth Maul. Can you triumph over the Empire's finest?

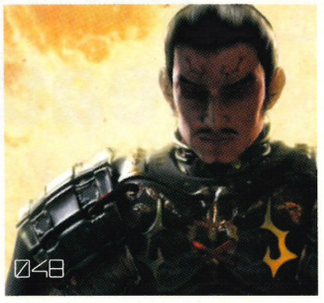
PLAYABLE DEMO 3/
GAUNTLET: DARK LEGACY
An olde worlde adventure updated for PS2 from the classic coin-op of yore. Get spellcasting!



PLUS/**THE MAKING OF GRAN TURISMO 3**
To celebrate the release of *GT3*, we present an exclusive mix of music, interview, behind-the-scenes footage and even a quiz!

›› **FULL DETAILS: PAGE 10**





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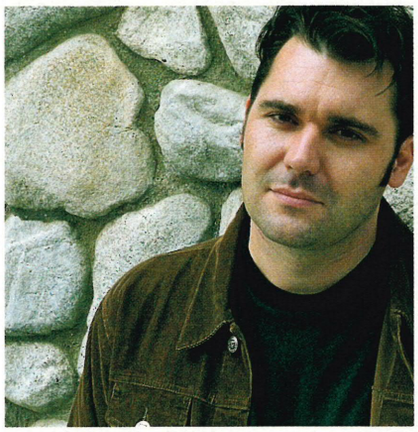
50 REASONS TO OWN A PS2

OUR MASSIVE 14-PAGE SUMMER PREVIEW BEGINS ON **PAGE 82**

EDITOR'S LETTER



Summer reading

Summer then. Usually a quiet time of year for people who work on videogames mags. Yes, our journalistic interest is piqued by a Japanese Web site here or a stray press release there, but the rule is that if you're sneezing your face off with hayfever, then it's the season where the videogames industry has a bit of downtime. "Yes, well, we'd love to send you a copy of *Javelin Man Attack Attack 12* but it's not out until some time around October..."

This issue makes a mockery of that truism. First off, and gorgeously bearing all on page 82, is our massive 14-page summer preview. It's bright, it's bouncy, it's based around the 50 reasons why the coming year will be fantastic for PlayStation 2 and it rocks like no other massive 14-page summer preview ever written or designed or subbed ever. The reason? Just take a look. In our Top 50 are the real reasons you bought your console – life-changing games, bizarro gadgets, bone-crunching sports, the darkest of horses, emerging stars, wide-eyed visionaries, four-colour heroism and some damn cool games. Not wanting to give said game away too much, I've managed to describe what's in it without actually describing what's in it but suffice to say, this feature will leave you with a warm feeling somewhere nice. And that feeling will be a helluva lot warmer if you win the massive compo at the end.

So not much else going on then as the development community swaps its sleeping bags for Speedos? Nah, not really. Well, there's the announcement of *Tekken 4* over in Spy (page 44), plus a little game by the name of *Onimusha 2*. A few similarly low-key summer titles you'll find floating around this month's issue include the G-Con-2-touting *Time Crisis 2*, lush *Resi* rival *Alone In The Dark*, the very promising *Lotus Challenge* and a small game that we've exclusively reviewed by the name of *Resident Evil Code: Veronica X*. So, yeah, nothing much going on.

And the point of this nothing-much-happens-in-summer gimmick? To big up a few things in this issue, of course, but also to show you that only nine months into its shelf life, the PlayStation 2 has such a momentum behind it that not only have we had to expand the release date listings in what is already an expanded Spy section, but that things show no sign of ever slowing down. Ever.

All of which leaves three questions. (1) How thick is this magazine going to get? (2) When do we get a holiday? (3) Can anyone imagine how big next year's summer preview is going to have to be?

MIKE GOLDSMITH
Senior Editor

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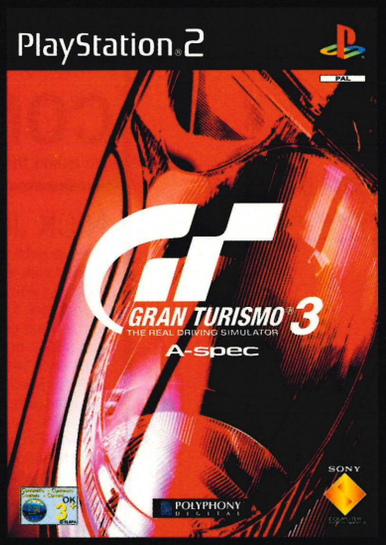

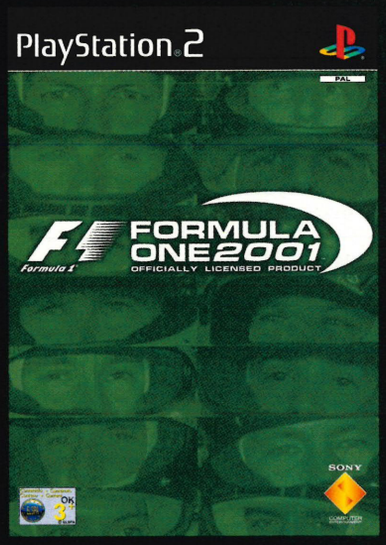

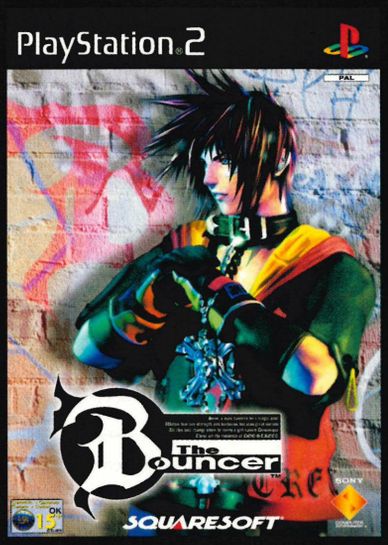

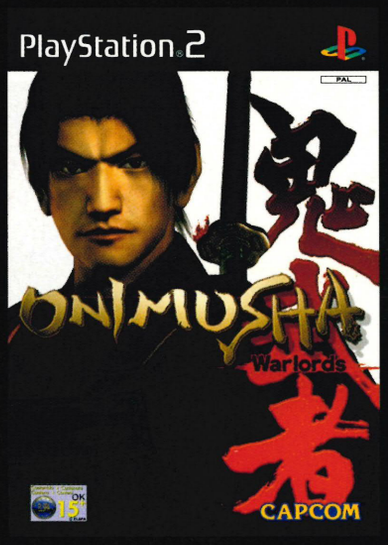

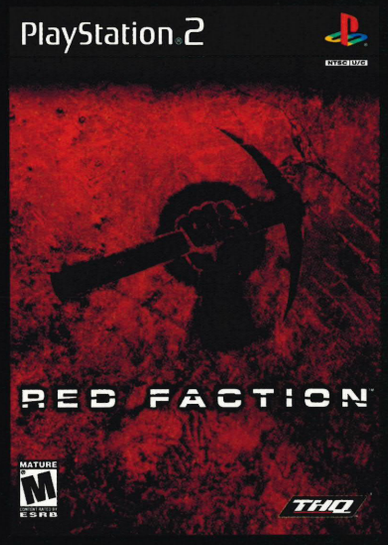

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We asked them what else they do. Here's their replies.

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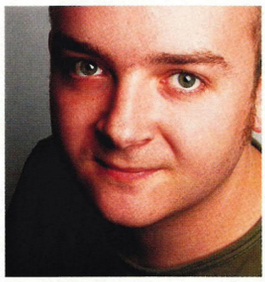
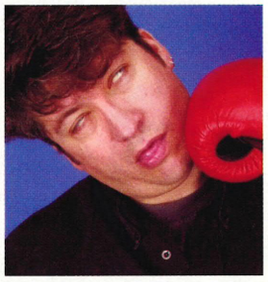


Since stumbling into civilisation after being ejected from his rustic Devon homeland for meddling with witchcraft (wearing a digital watch), Nick has adapted with startling rapidity to the world of high technology. Having honed his craft on the staff of *Station* and *Arcade* magazines, Nick is currently writer-in-residence at *OPS2* Towers. Although deeply suspicious of any videogame not involving *Mario*, he's developed a grudging respect for office favourite *Winning Eleven 5*, and a hearty disregard for its nemesis, *International League Soccer*. His obsession with monkeys borders on the sexual.

Game Of The Moment: "*Gran Turismo 3: A-spec*. Great tyre noises, nice shadows and you can drive really fast." Now there's a writer-in-residence speaking...

I'm holding my breath for: "The time when big robot suits like those in *ZOE* and *Gundam* come on the market, so I can act out my robot love fetish fantasies."

STEVE FARAGHER

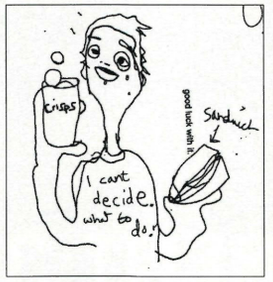


Don't let those grey streaks fool ya, our Steve is only a sprightly 37. His vast experience in the world of videogames has encompassed stints on the once-mighty *Amiga Power* and our sister mag *Official PlayStation Magazine*. However, Steve is happiest when immersed in the world of the table-top role-playing. Often caught wasting time painting those little metal elf figures instead of checking our speling lyke heez ment to be dooing, Steve dashes from the office each day to join his friends from the sadly-defunct *Arcane* magazine to go and wave plastic swords around. Move up to magic level three!

Game Of The Moment: "*Onimusha: Warlords*. Being able to go back in time and massacre zombies is instantly appealing."

I'm holding my breath for: "Sleep. I haven't been getting much recently. Sleep, I mean. Not too bothered about the other stuff, really."

WILL BARRAS

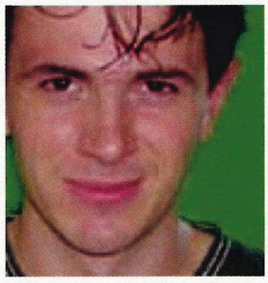


OPS2 illustrator extraordinaire Will tokes from the same dubious ciggie as our other featured artist this month, Mr (Duncan) Jago. Coincidentally the pair share a studio called Newboysshoes in the lovely South-Western city of Bristol, where they are both regularly attacked by seagulls. Will lists his favourite pastimes as ten-pin bowling, buying records, "and drawing of course!" in case we forgot why he's here. In fact, people love Will's drawings so much that you can actually buy them on T-shirts, although you probably have to go to Bristol to purchase said attire. Try the shop in front of Imperial Records on Park Street.

Game Of The Moment: "For a while, my life was consumed by '*The Hawk*' and now by '*The Hawk 2*'." We think we know where he's coming from.

I'm holding my breath for: "*Gran Turismo 3: A-spec* – remember, no-one outside the *OPS2* office has played it yet. I always wanted to be a racing driver and still do."

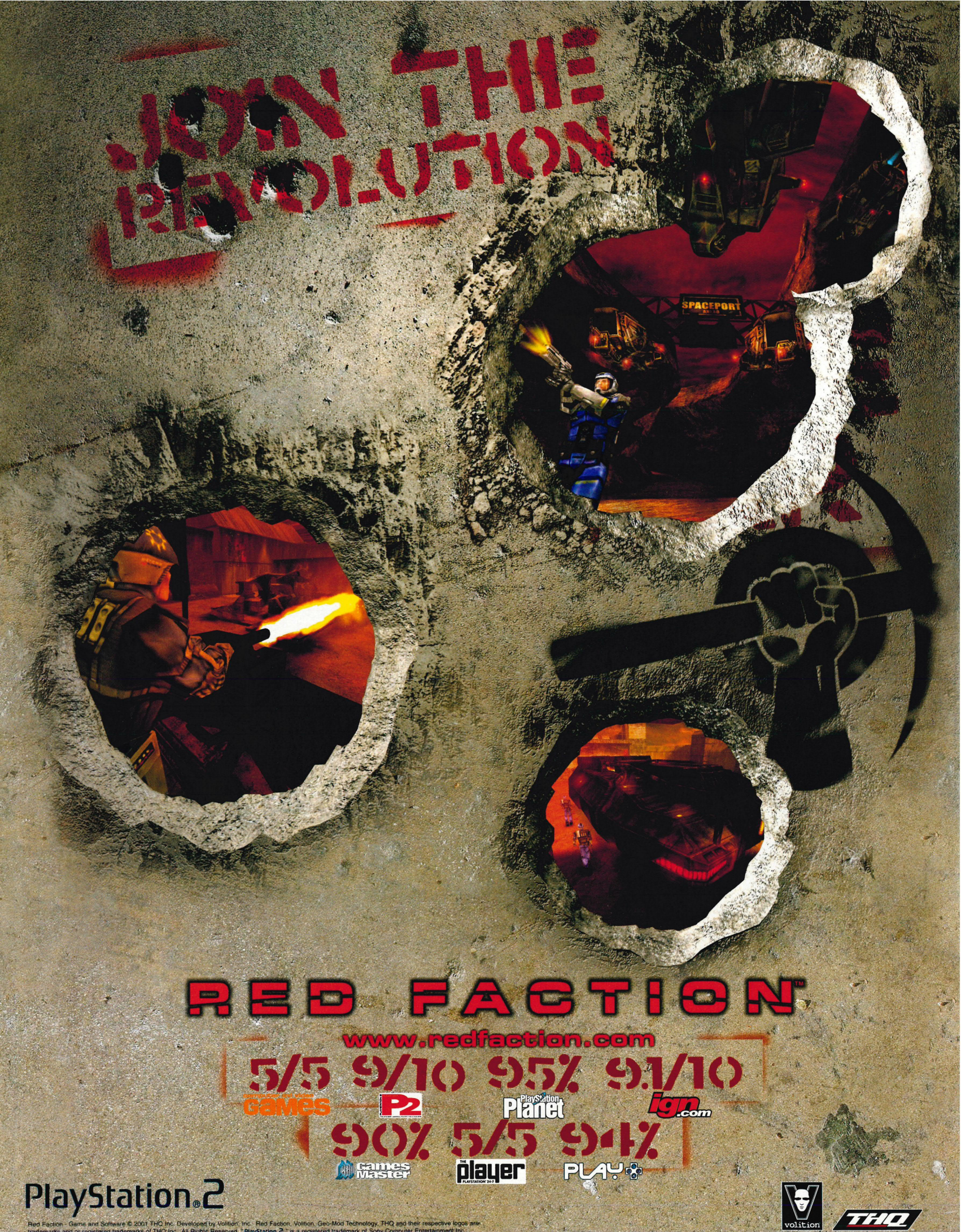
ALEX HUTCHINSON



Despite the Aussies tanning our asses this summer at cricket, rugby and probably tennis and swimming and stuff too, our man Down Under has been too polite to mention it. Probably because he's busy opening tinnies and throwing shrimps on the barbie. Alex currently writes for *Gamer's Republic* as well as *HQ*, *Syzygy*, *RealTime* and *Dialogue* (which we can only assume are crazy Aussie mags that you read upside down). Although last time we looked at the map, Australia was kind of near Japan, Alex can be found raging about the lack of Jap games gaining PAL releases in the Antipodean state.

Game Of The Moment: "*Chrono Cross* on the PSone. Possibly the finest RPG of recent years and its absence from PAL release lists is a tragedy."

I'm holding my breath for: "*Herdy Gerdy*, *Klonoa 2*, *Final Fantasy X* and the true wave of second generation PlayStation 2 games."



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»ON THE DVD

playable demos

Other magazines let you watch, only *OPS2* lets you play...

A stuffed disc this month, full of demos, footage and more. We kick off with three ace playable demos. The excellent *Le Mans 24 Hours* (scoring 8/10 last issue), *Star Wars: Super Bombad Racing* plus the *entire* first level from *Gauntlet: Dark Legacy*.

This month's previews include *Jak And Daxter*, a look at the new *Final Fantasy: The Spirits Within* trailer plus a huge 14-game showreel from SCEE including everything from *Klonoa 2* and *AirBlade* to *This Is Football 2001*.

Lastly, we're celebrating the launch of *GT3: A-spec* with an exclusive and exhaustive five-part look at the game, its makers, music and heritage. All capped off with an interactive quiz on this, the daddy of driving sims. Enjoy the feast – and I'll be seeing you around...

Catherine Channon
Senior Disc Editor

PS To use this DVD load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊗ to start your choice up. Please note, you may have to reset the PS2 after some demos.

I PLAYABLE DEMO ONE

LE MANS 24 HOURS

Publisher: Infogrames/Game type: Driving sim/Demo type: Playable/Out: Now/Players: 1 (1-2 in full game)

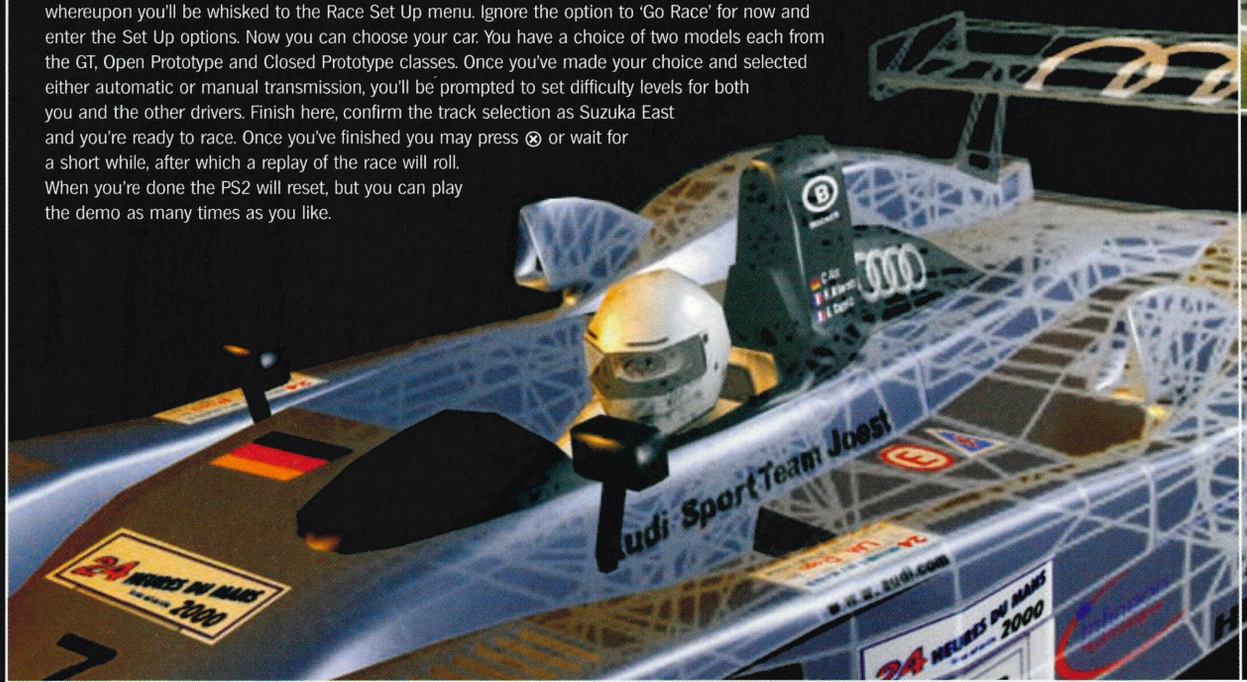
THE GAME

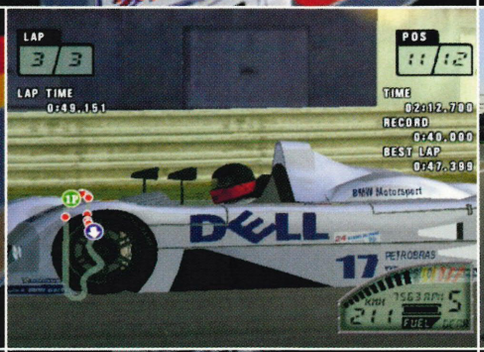
The headlight. That's how it all began. But the race that started off in 1923 as a showcase for the technological marvel that made crashing into owls a thing of the past, has matured into *the* ultimate endurance motorsport bar none. Infogrames' superb *Le Mans 24 Hours* captures the thrills, glamour and (should you choose to compete in real-time) the pressure sores of this automotive equivalent of the marathon. Beautifully realised with plenty of blinding, unlockable cars and modes to cater for all gameplay tastes, this is a racing game that comes into its own as the light fades and darkness envelopes the track. And you're still driving at 120mph around a bend. You may never play for a straight 24 hours but don't think you won't feel every tense second tick by as you thread your way to victory.

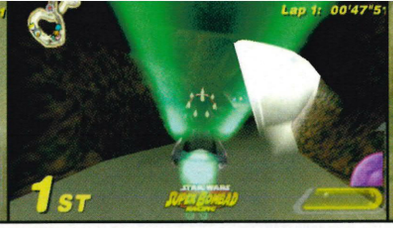
» CONTROLS
LEFT ANALOGUE Steer car
⊗ Accelerate
△ Change camera
○ Look behind
□ Brake
L1 Gear down (manual transmission)
R2 Gear up

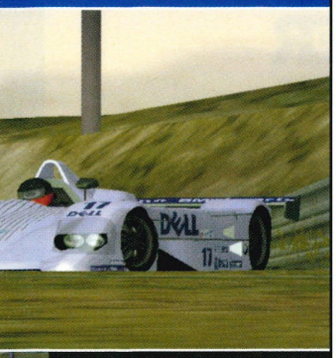
THE DEMO

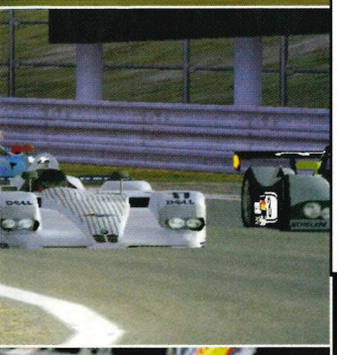
We're giving you the chance to drive one of a selection of six cars around the winding Suzuka East track over a three lap race. Once you've loaded the demo from the DVD title screen, select Quick Race whereupon you'll be whisked to the Race Set Up menu. Ignore the option to 'Go Race' for now and enter the Set Up options. Now you can choose your car. You have a choice of two models each from the GT, Open Prototype and Closed Prototype classes. Once you've made your choice and selected either automatic or manual transmission, you'll be prompted to set difficulty levels for both you and the other drivers. Finish here, confirm the track selection as Suzuka East and you're ready to race. Once you've finished you may press ⊗ or wait for a short while, after which a replay of the race will roll.
When you're done the PS2 will reset, but you can play the demo as many times as you like.

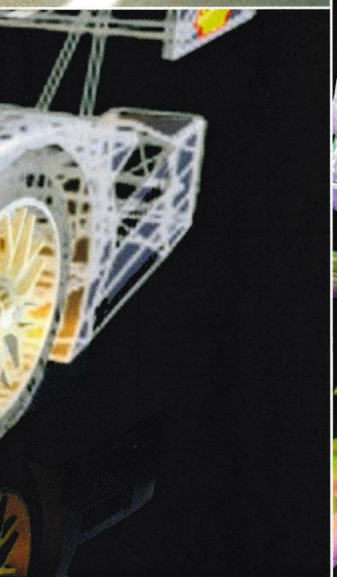












PLAYABLE DEMO TWO

STAR WARS: SUPER BOMBAD RACING

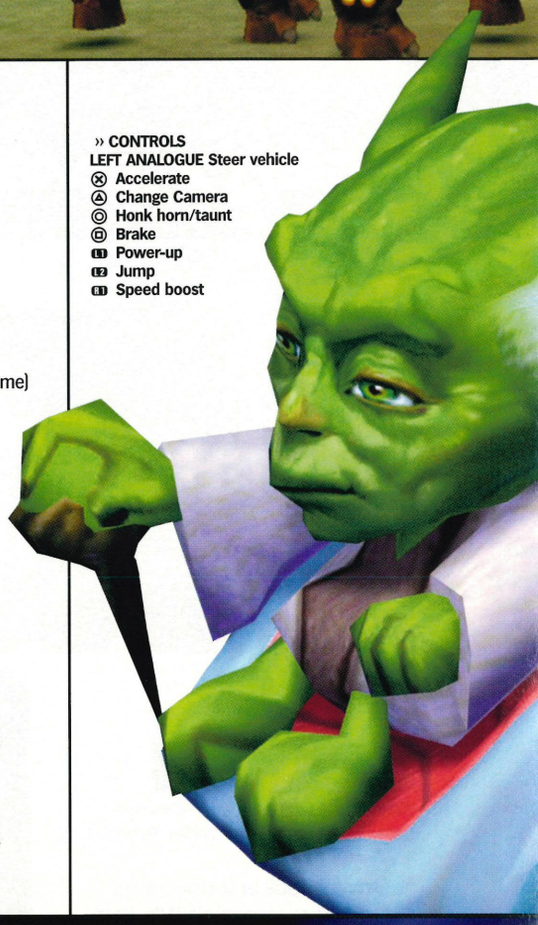
Publisher: Activision/Game type: Kart racer/Demo type: Playable/Out: Now/Players: 1 (1-4 in full game)

THE GAME

Lord of the Sith. Disciple of the Phantom Menace. Spiny-bonced goth. Darth Maul was called many things before being separated from his legs, but 'cute' wasn't one of them. Until now that is. *Super Bombad Racing* fashions fiendish tracks from familiar *Episode I* locales like Naboo and Coruscant and pits wacky caricatures of Mr Maul, HRH Amidala et al against one another in frantic races. As you'd expect from a kart racer, *Bombad*'s courses are filled with sly power-ups that can have you leapfrogging to first place one minute and cursing Master Yoda as he smacks you stupid with the Force the next. Impressively imaginative environments, frenetic action *and* the perverse thrill of beating everyone as Jar Jar Binks. What are you waiting for?

THE DEMO

Boot up the demo and you'll be greeted by the main title screen. You may only select a one-player race so do this as prompted and choose your rider. You have a choice of two: Jedi master, Yoda and Darth Maul. Take your pick, confirm selection and you'll be taken to the track selection screen. The demo will allow you to choose the winding Dune Sea track, so do this and prepare to race. You have the time it takes to finish three laps to beat the cast of *Episode I* and avoid driving into the side of an untethered Dewback. When you're through, you can wait and watch the race play back as seen by the track droid cams, or reset your PS2 and start again.



» CONTROLS
LEFT ANALOGUE Steer vehicle
⊗ Accelerate
△ Change Camera
○ Honk horn/taunt
□ Brake
L1 Power-up
R2 Jump
R1 Speed boost

PLAYABLE DEMO THREE

GAUNTLET: DARK LEGACY

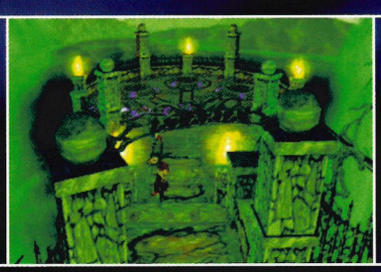
Publisher: Midway/Game type: Arcade adventure/
Demo type: Playable/Out: Now/Players: 1 (1-4 in full game)

THE GAME

Gauntlet is an arcade legend and heralded a dynamic spin on *D&D* for people who couldn't keep a straight face while saying "The Cursèd Mace of Mysteria" in a room filled with stale gym socks. *Dark Legacy* updates the legend with new visuals, huge 'boss' creatures and a merry band of eight new, hidden characters but leaves the original's timeless gameplay intact. Playing alone or as part of a team with three mates, you choose your character (from the brawny warrior to the hocus pocus enhanced Wizard) and battle your way through peril-infested levels in search of crystals. Transparently simple, ridiculously playable. Just like *Gauntlet* always used to be.

THE DEMO

Once the demo has loaded from the DVD, press START and select 'New'. You'll be prompted to enter a character name. Do this and then select 'END' to move on to character selection. You may choose to play as either a Dwarf, Knight, Sorceress or Jester. Once you've confirmed your choice, the demo begins. You start off in the tower that acts as the hub from where all levels are accessed in the full game. Feel free to explore the area and get game hints from the wizard in front of you (you need to approach him to bring up a tutorial menu). Once you're ready to play for real enter the portal room behind and just to the left of the wizard and step on the one active portal. You'll emerge at the edge of a dank graveyard. You now have an unlimited time to battle your way through the *entire* first stage of the game, collecting crystals and gold as you go, culminating in a showdown with Death himself.



» CONTROLS
LEFT ANALOGUE
Movement
⊗ Quick attack
△ Turbo attack
□ Slow attack
L1 Charge
R1 Strafe
R2 Defend

»ON THE DVD

MORE DEMOS

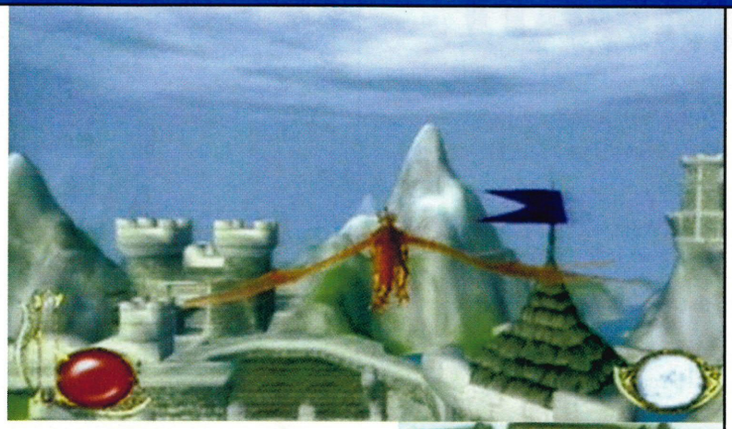
Talk to us!

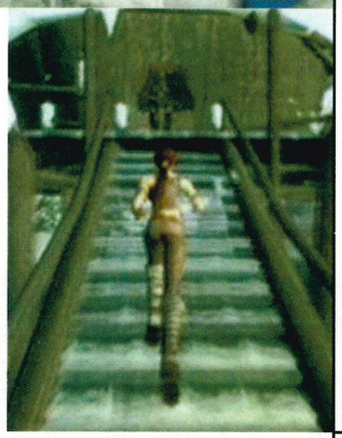
»Comments and queries about this cover disc should go to me, Cat, at PS2@futurenet.co.uk. Sorry, I can't answer your questions over the phone.

»If you have further problems with your disc pop the troublesome thing in an envelope and send it to the following address. We'll test it and, if faulty, send you a new CD. We're at *Official PlayStation 2 Magazine*, Disc Returns, Customer Services, Future Publishing, Carey Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB
**Remember, though, this disc will only work on a PS2.*

video previews

You've read the previews now take a look at the games in action...





PREVIEW ONE

DRAKAN

Publisher: SCEE/Game type: Adventure/
Demo type: Preview/Out: Winter/Players: 1

POSITIVELY HUGE IN scale and depth, *Drakan* is a total re-imagining of the hit PC adventure centred on a mystical quest carried out by Rynn and her Dragon Arokh. Praised for its genuinely challenging puzzles, character AI on a par with the incredible *Half-Life* and a seductive mixture of land-based exploring and dragon-perched aerial combat, *Drakan* could be a breakthrough RPG for what is still regarded as a niche genre here in the West. Take a look for yourself.

PREVIEW TWO

JAK AND DAXTER

Publisher: SCEE/Game type: Adventure/
Demo type: Preview/Out: November/Players: 1

JAK AND DAXTER is a potentially ground-breaking adventure from *Crash Bandicoot* veteran Naughty Dog. When Jak's best friend Daxter falls into a pool of mysterious gunge, he's transformed into a weasel-like creature. The pair must then search a massive, free-roaming world filled with amazing characters, puzzles and sub-games for a way to get the old Daxter back. With the kind of sumptuous in-game animation that should have Disney shaking its corporate noggin in disbelief, this is set to take the platform adventure to a whole new level. Watch our video preview and you'll see what we mean.

PREVIEW THREE

EXTREME-G 3

Publisher: Acclaim/Game type: Future racer/
Demo type: Preview/Out: September/Players: 1-2

SHOWING A BLATANT disregard for the laws of physics, *Extreme-G 3*'s mind-boggling tracks show that when it comes to insane futuristic racing environments, *WipEout Fusion* no longer has the field to itself. This is weapon-assisted superbike racing at the speed of sound. With up to 12 competitors per race, coming first won't be easy. But you may be too busy trying to stay alive to care. Get a flavour of the madness here.

PREVIEW FOUR

HIDDEN INVASION

Publisher: Virgin/Game type: Beat-'em-up/
Demo type: Preview/Out: TBC/Players: TBC

INHABITING THE SAME futuristic, martial arts and gunplay domain as *Oni*, *Hidden Invasion* casts you as a Special Forces soldier who discovers that a terrorist group is in fact an alien invasion force out to infiltrate humanity. *HI* boasts impressive character animation and design, action movie gameplay, and expansive urban environments all wrapped up in some very slick graphics indeed. The invasion begins later this year, but you can get a sneak preview now.

extra

Time for something a little bit special...

PROMO

AIBO

Robotic pooch promo.

THE EXISTENCE OF AIBO, Sony's spookily smart robodog (or Artificial Intelligence roBOt) confirms that whereas you can't teach an old dog new tricks, you can persuade 3.3 lbs of plastic and components to act like a dog. More than just a quirky toy for the fiscally deluged, AIBO is packed with sensors, a camera and AI that means it will learn as it 'lives' with you. Whether you would love it or end up using it as a beer transporter is up to your conscience. Regardless, this cute promo video is a blast. Want one! Want one now!

SPECIAL PREVIEW

E3 SHOWREEL

Publisher: SCEE

Put together with the kind of verve you'd expect from the latest Hype Williams video, this promo reel is the essential oil squeezed from Sony's roster of future titles, as shown at this May's Electronic Entertainment Expo. Fourteen games, no fillers and all set to an eerily thumping dub track. Pure sunshine for the gamer's soul. Stretch out and bask in the glory.

THE GAMES: Gran Turismo 3/Ace Combat 4
WipEout Fusion/Dropship/ATV Offroad
Kloona 2: Lunatea's Revenge/Drakan/Dark Cloud
Formula One 2001/This is Football 2001
Twisted Metal: Black/AirBlade
World Rally Championship 2001
Jak And Daxter: The Precursor Legacy

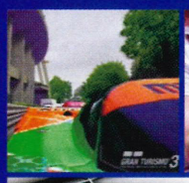
MOVIE TRAILER

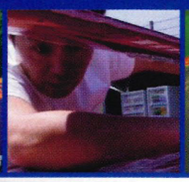
FINAL FANTASY: THE SPIRITS WITHIN

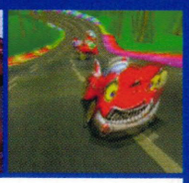
Publisher: Columbia TriStar

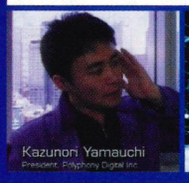
Prepare for a massive attack of goosebumps. *Final Fantasy*'s big screen debut is almost upon us and this astounding trailer effortlessly lays to rest fears that *The Spirits Within* would just be a lazy videogame tie-in. With the likes of cult god Steve Buscemi providing the vocal talent, a script worthy of the epic games and CGI that makes *Jurassic Park*'s dinos look like phone pad doodles, this is going to be massive. Take a look. You may want to take a seat first, mind.

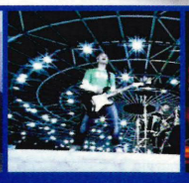
plus!

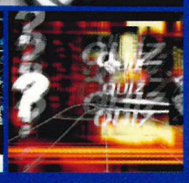












SPECIAL PREVIEW

GT3 FEST

This month as a tribute to the sheer automotive gob-smackery of *Gran Turismo 3: A-spec*, we proudly present an exclusive, five-part special on the game, its cars, history, music and the architect of it all – Kazunori Yamauchi. Whether you're a newcomer to the series or a seasoned veteran of Trial Mountain this is an essential introduction to a landmark game. Enjoy.

HISTORY OF GRAN TURISMO

Gran Turismo virgins report here now. In fact, even if you've played *GT* before you're certain to learn something new from this stylish and comprehensive introduction to the series. Charting the evolution of the *Gran Turismo* concept from Yamauchi's earliest PSone games to *GT3*, this mini-documentary gets the lowdown straight from the man himself.

GT3: THE MUSIC

Reading like the line up of the Pumping Cool stage at a summer festival, the list of groups giving an injection of sonic adrenaline to *GT3*'s on-screen overdrive is a notch above a lot of dedicated compilations out there. Muse, Ash and Death In Vegas are in the mix, as are Feeder, who are interviewed here about tunes, games and how it all happened.

INSIDE THE GAME

You know about the series, you know about the music. Now it's time to hear the story behind the latest and greatest of Polyphony Digital's driving sims, *GT3: A-spec*. Hear from Yamauchi-san about his ambitions for the game and how he and his team went about improving on a classic. Fascinating.

MOTEGI TWINRING

Not some horrendous marital aid as first feared, Motegi Twinring is, in fact the race track where Polyphony Digital came to record the screeching tyres and revving engines of *GT3*'s four-wheeled cast of hundreds. This film however focuses on Kazza's private racing heroes as he gears up for a spin on the track in his own circuit car, the Mitsubishi Evo.

GT3 QUIZ

Okay. Watched the lot? Think you're pretty smart, we bet. But just how much attention were you paying to it all? Yes, even the Feeder interview and Yamauchi's description of physics engines. Well, try this purpose-built noodle teaser and put your *GT3* knowledge to the test. Gentlemen, start your brains.

postal

Your replies, requests, responses and rants...

Winner of the StarLetter each issue gets an exclusive *Official PS2 Magazine* T-shirt. Sadly, anyone else printed gets now't – except, of course, the rare honour that is seeing their name in print in this fine tome. Although we're working on something else. Like games. Send those lovely letters to: Mike Goldsmith c/o Postal, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2@futurenet.co.uk. Get you writing now!

TIME GENTLEMEN, PLEASE

I am writing about the length of games. I think people just don't see games for what they are. They are just another part of the entertainment business, and a lot of other forms of entertainment only last about an hour. How much do you pay to watch a Premier League football match which is only 90 minutes long, or to see your favourite band in concert? The band is only on stage for two hours and even after the cost of a ticket, you've got to pay travel expenses. The cinema is the same, with most films only lasting about two hours.

A videogame, on the other hand, *always* lasts a lot longer. PS2 games give you the chance to make your own music, be an action hero or take your team to the top of the football league. So if the time it takes to play a game equals value for money, then videogames are doing okay in comparison with other forms of entertainment.
Simon Miller, via email

And once more into the breach. We've had plenty of letters on this contentious subject since it was brought up in Postal a few issues back. Like Simon, some of you are more worried about the actual gaming experience than the hours logged – you'd rather have your retina burned off by ten hours of searing gameplay than 64.52 hours of swapping magic gem points with an albino goblin named Colin. That said, some of you want to sacrifice sleep, life and possibly health to see a game through to its very end – and fair play to you lot too.

So where does that leave us? It leaves us sat on a fence to a certain extent. There's no right answer to this – some games are meant to be short, some are meant to be long and some (hello Winning Eleven 5*) are 'replayable' until the end of time. All we can say is, when applicable, we'll endeavour to inform you in our always-definitive reviews about how long a game will roughly take you to finish, the game's replayability (a key point here, especially at forty quid a pop) and what kind of experience you're going to receive – a intensive burst that'll keep you happy for a multitude of half-hour sessions or a long but enjoyable slog through the dungeons of time. We'll also tell you if it's crap or not, but that's a whole different kettle of letters...*

PC OR NOT PC?

I was amazed by the three level demo of *Red Faction* and the mag's great. Recently I was in a local computer game shop and I spotted *Unreal Tournament* for PS2. I picked it up and then I glanced to the shelf opposite and saw the PC version – it cost £35 less than the PS2 version! Furthermore, the screenshots on the box were much better compared with those on the PS2 game.

As a loyal PS2 fan, I hope graphics will improve to this sort of quality. Will games get better in the same way that the PSone games got so much better? Are PS2 developers going to be able to make much better games in the future?
Martin Rogers, via email

To be honest, we were all a bit disappointed by Unreal Tournament. *It looked fine, it played fine, it moved like a dog... Thankfully, the obviously-talented Epic Games are committed to PS2 so expect things to get better from them and other previously PC-only developers.*

X MARKS THE GROT

I have been reading your excellent magazine since issue #01. I have also owned a PS2 since launch day and of the ten games I currently own, I am fairly happy with the quality so far.

Despite this, I am hoping for a lot more in the future, so after reading a couple of reports from this year's E3, I have become concerned about Microsoft throwing their endless supply of cash at some developers to get exclusive titles on their Xbox – especially those that were originally intended for the PS2.

For example, *Dino Crisis 3*, the follow up to *Onimusha: Warlords*, *Buffy The Vampire Slayer*, *Dead Or Alive 3* and *The Matrix*. So far as I'm concerned it's about time that Sony hit back and started getting some big third party exclusives of their own – for example, *Devil May Cry* and *Resident Evil 4*, because I have a nagging suspicion that both these franchises could become Xbox exclusives.
Matt Seeley, via email

Okay. Let's begin. By now, you'll have read our E3 issue, which revealed that Stuntman, Soul Reaver 2, Devil May Cry *(and a sequel),* Silent Hill 2, Grand Theft Auto 3 *and a certain* Metal Gear Solid 2 *are all PS2 exclusives until the end of 2002. Second of all, have another gander online and you'll see that Microsoft didn't exactly have the most impressive E3. Combine the above with this issues Top 50 preview (see page 82) and, well, y'know, relax... I mean,* Buffy, *for God's sake.*

JUNGLE CROOK

I was in Dublin at the weekend and noticed *The Jungle Book* on sale. I had £40 burning a hole in my pocket and thought, 'Now there's an excuse for a bit of a party when I get home to the UK.'

Anyway, I looked for a few previews on the Net, but I couldn't find one, but found your latest mag instead. Four out of ten?! I nearly fell over, just like Baloo did in the game. Back to the alcohol, I think!

I'm keeping my money for the new *PaRappa* or what ever gets a good review.
Rob Chasmer, via email

Is this where we say, 'Man, he should always read OPS2 *review before splashing our brown drinking vouchers'? Yes, it is.*

TO BE THAT GOOD...

I am writing in response to a letter from Stadidas which *OPS2* printed in issue #08..

I have been a proud PSone owner for almost six years and am hoping for a PS2 for my birthday – games like *EXO*, *MGS2* and *Silent Hill 2* are getting me very excited. I have never written in to a mag before but that guy clearly hasn't got his facts right!

I am also a Dreamcast owner and consider myself a hardcore gamer. Stadidas stated in his letter that the DC failed because the standard of games was poor. I'll have him know the DC failed because Sony already had the mass-market and owners had no reason to buy a DC with the prospect of the PS2. Poor marketing and advertising on Sega's behalf also contributed.

Games on the DC 'poor'? *Crazy Taxi* the only decent game? I wouldn't even consider *Crazy Taxi* in my top ten! I'm sorry but *Shenmue*, *Phantasy Star Online*, *Metropolis Street Racer*, *Virtua Tennis* and *Jet Set Radio* are ground-breakingly original titles. He obviously hasn't played any of these games because Stadidas' judgement is so way off.

Sega has a lot of respect in the industry and going multi-platform can only benefit PS2 owners – trust me, *Crazy Taxi* is just the tip of the iceberg. When you are addicted to *Virtua Tennis* (and hate tennis), when you're zooming around a perfectly recreated London and Neo-Tokyo in *MSR*, this is as realistic as it gets! And don't forget the unrivalled, immersive world of *Shenmue*. All of these games are coming to PS2 so stop moaning and embrace Sega's genius.
Richard Gill, via email

A fine repost, some fine games and a fine last line – indeed, we expect AM2's back catalogue to be the first on the way to PS2. So, Mr Stadidas – what you think?

FORMULA ONE: ONE

I take my motorsport pretty seriously, and I'm writing to you in a state of frustration, confusion and utter bewilderment. You see, I've just bought a copy of *F1 2001* along with a Speedster 2 steering wheel which is recommended for the game.

Imagine my surprise and disappointment when I set it up to actually drive/race, I find there's only 20 degrees of free play at the dead centre, which I can do nothing about as there is no calibration or remap option in the game settings. This to me, in my mad obsessive little world, is a crying shame. Especially when the wheel is of a very high quality in both looks and feel.

With a Gamester Dual Force Wheel, I've driven the pants off *TOCA 2*, *Colin McCrae*, *WipEout 2097* and even *Formula One Grand Prix*. With these, there is a Neg-Con setting which works extremely well and you actually feel as if you are driving a car and not trying to compete against a remote control system in order to get round the track.

Also concerning SCEE's *F1 2001*, I note that there is no in-car view, and the camera pod is above the drivers head. This goes a long way to destroy the illusion that you are the driver and makes what would be excellent wing mirrors, small and too far away.

Perhaps Sony are saving this to help make sure that those in pursuit of perfect realism will buy next year's game. It can't be to do with processing power surely, not

since this feature has been in almost every other race game since I can remember. This is unforgivable, intentional or otherwise, and I have hardly even started playing the game. This game is about simulation – simulation means close to the real thing.
Dave Nicholson, via email

FORMULA ONE: ANOTHER ONE

I noticed your review of *Formula One 2001* in the May issue of *OPS2*. I would like to point out some serious problems I had with the game.

First of all is the AI. It's both good and laughably bad. Okay, it's nice to see how competitive the other drivers are, but have you seen how they react to a stalled car on the track? They just ram into you!

Also, the AI drivers don't seem to judge the surroundings very well because they are always hitting the back of my car. It's not because I brake too soon. I've been playing *F1* games for years and I drive just like I have done before.

Then there is the problem with the lack of driver errors from the AI opposition. Haven't you noticed that they never make mistakes unless you're involved in them? Race at Monaco, drive a 50% race and you'll see that all of the drivers finish – all of them! Now that's just unrealistic! Part of the excitement of a Grand Prix race is to see the other drivers make mistakes just like yourself. It's also realistic to gain a position due to other drivers' mistakes.

And it's also realistic to see smoke pouring out of the back of other drivers – those things were a part of *F1 '97*, *F1 '99* and F1 *2000*. It's a huge disappointment not having these features in *F1 2001*.

Then there is the total lack of a Safety Car. No matter how chaotic it gets, no matter how much debris and mayhem there is, the bloody Safety Car never comes out – it did in *F1 '99* and *F1 2000*!

The yellow flags have no significance whatsoever, because the yellow flag periods are always so abrupt and short – there isn't even a green flag to signal the all-clear. *And* you can overtake without any penalty during yellow flags.

And on I go – have you done a session of qualifying? It's just plain bad and does nothing to create any excitement. Murray blurts out some of the most irrelevant commentary I've ever heard, and he seems just to care who's going out on the track – and not mentioning at all how the drivers are doing on the track, not even how you are doing, like he did in *F1 '97*. There he told you if you were going faster or slower in each section. He also told you how far away from the race leader you were. That kind of thing made the qualifying sessions fun and realistic. *F1 2001*'s sessions are a far cry from the excellence of *F1 '97*'s.

Then there is the difficulty settings. You can make the game too easy by setting it to Novice or Amateur, but then you can have the ABS brakes and Traction Control aids on. However if you want a tougher game and more challenging opposition and set it to semi-pro, pro or expert, then you cannot choose those driver aids, even though traction control and ABS brakes can officially be used by all the drivers today – even Michael Schumacher, a triple world champion!

Finally, there is the absence of the yellow TV style borders that show the race leaders and sector time difference. It's not even there in qualifying, and even worse is the fact that Murray never tells you who the race leaders are or anything! I really don't understand why SCEE chose to ignore this. I find myself going back to *F1 '97* and *F1 '99* for some realism.

Otherwise the game is pretty good. The driving sensation is excellent, the graphics are top notch as is the sound – except for the really bad Murray/Brundle commentary which is no good.

I just hope Sony fixes these problems for next year and *F1 2002*...
Ari, Iceland

We've given over a lot of space to just two letters from what is already a bulging postbag of complaints about problems that didn't arise in the review code that OPS2 *reviewed in issue #07. As* OPS2 *goes to press, we're still waiting for the official SCEE reply on these. We'll bring you a full rundown in next issue's Q&A section (see page 138) but until then, keep writing.*

POSTAL – EXTRA

Byte-sized chunks from the *OPS2* digital postbag.

M Vaughan emails to ask what's happening with *The Getaway* and whether we'll be covering it in the near future. We can tell you that *The Getaway* is on course for a March 2001 release and yes, we will be giving such a potentially brilliant title the coverage it deserves. Watch this space... **David Leggate** is a massive fan of the *GT* series but is concerned about the release date of *GT3* – will it or won't it be out on 27 July? You're right, David, the release date has changed – but this time for the better. It's come forward a week and will now be out on 20 July... "Are you planning to include save games and Yabasic programs on future demo discs?", asks **Chris Davy** via email. Well, in a word, "Yes". All that and a lot more besides. Expect a massive overhaul of the *OPS2* disc around Christmas... **Ash** on email has been hearing a lot of rumours that Xbox will be able to play PlayStation 2 games. Where? Let us reassure you that this is most definitely not the case. THE HARDWARE IS TOTALLY DIFFERENT. Got that? Take everything you read on the Web with a pinch of salt, Mr Ash. Please... And finally, **Paul Cunningham** wants to know when *SSX Tricky* is coming out and if it'll be worth waiting for? Well, Paul, the game's scheduled for a winter 2001 release. Essentially, it's a reworking of the original game but it will include extra tracks and six new characters, plus it's now on a DVD instead of a CD, so we fully expect it to be better, if not entirely different. Which is a good thing, of course.

ARCADE HELL

"*Gran Turismo 3*: The real driving simulator'? Erm, NO!" *GT3* is anything but a simulator – it's an arcade racer. It should be called 'The real arcade racer'. I don't know if they are planning on using this catchphrase with *GT3* as they did before. It is false advertising. It does not do exactly what it says on the tin. I think Trading Standards should be informed!

Okay, so developers have to appeal to the mass-market to make a profit, but there are ways of catering for both fans of racing sims and arcade racing. Console games should not be just about having a quick five minute blast. Who decided that you should play a sim sitting at a computer and a console game slumped in a sofa?
Dimitri Herring, via email

Dimitri angry. Dimitri want real sim. Dimitri lie down (but Dimitri actually have a point in there although maybe Dimitri should just skip Gran Turismo 3, *buy himself a car and cut out the middle man).*

URINE: THE ARMY NOW

Has the world gone mad? I see in issue #08 on p59 that 3DO are worried that LucasArts' use of the name *Starfighter* in *Star Wars: Starfighter* might infringe their copyright ("*Star Fighter*") and may damage 3DO's reputation.

Unless I'm mistaken, this would be the same 3DO of *Army Men* shame? Methinks their reputation is damaged enough without Mr Lucas' assistance...
Iain Hingston, via email

Good point, well made.

To be eligible for the StarLetter prize, remember to include your full name and address. *OPS2* reserves the right to edit letters for clarity and style.

back issues

Want to get your hands on the issues people are discussing in Postal? Come raid our warehouse for issues you've missed. All issues feature playable demo discs.

SIX: Exclusive UK review of *Star Wars: Starfighter*, a huge playable *ZOE* demo on the disc, Sega on PS2 and *Onimusha* previewed.

SEVEN: World exclusive *Crazy Taxi* review, playable demo of *Star Wars: Starfighter*, *Herdy Gerdy* feature and *Fur Fighters* preview.

EIGHT: *Red Faction* reviewed, Shinji Mikami interview, *Crash Bandicoot* preview, *Dropship* feature, *MTV MG2* on the disc.

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To order back issues of *OPS2*, write to *Official PlayStation 2* Back Issues, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB, or call 01458 271184. Back issues are priced £5.99 (UK), £6.99 (Europe) and £7.99 (Rest of the World). Supplies limited.

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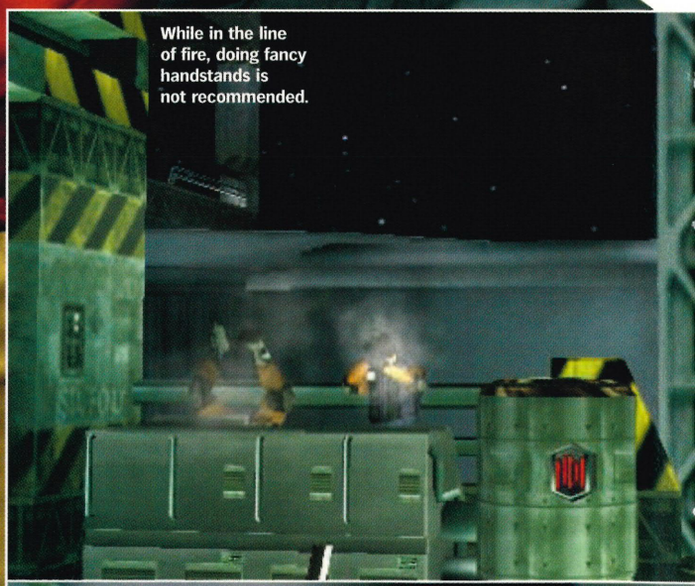
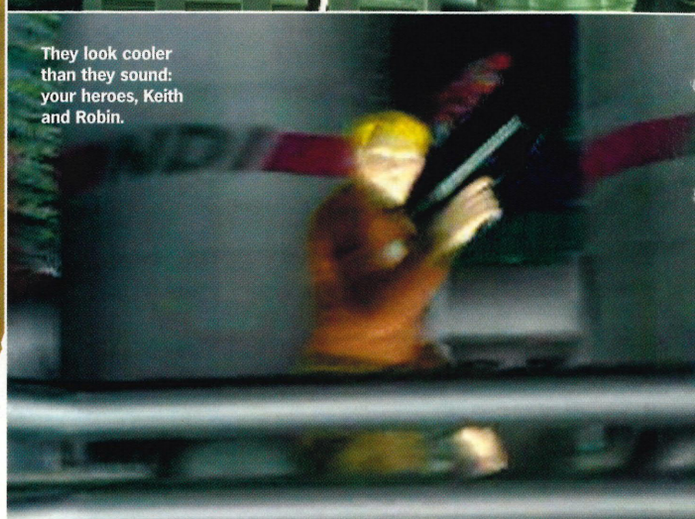


While in the line of fire, doing fancy handstands is not recommended.



They look cooler than they sound: your heroes, Keith and Robin.

WORDS: STEVE MERRETT

TIME CRISIS 2

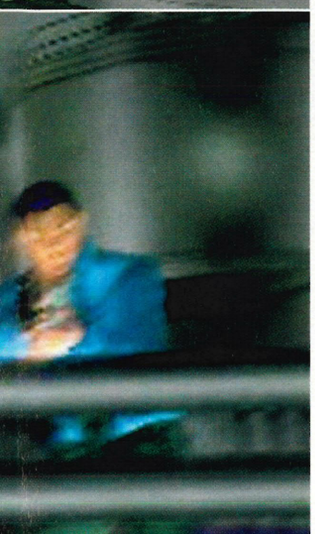
Time to tame that itchy trigger finger and take on the PS2's first light gun-based arcade shooter. At least a metre away from the screen though...

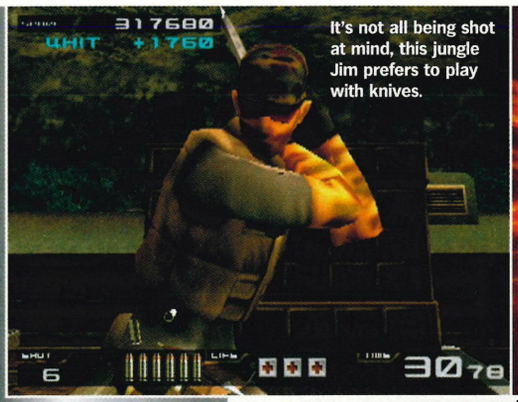
Publisher: SCEE
Developer: Namco
Players: 1-2
Release: November

Ah, the buddy movie. Two seemingly incompatible cops thrust together and forced to unite their respective foibles in the pursuit of the latest big screen villain. Danny and Mel in *Lethal Weapon* and Chris and Jackie in *Rush Hour* are two of the most memorable pairings, but prepare to meet the new kids on the block: *Time Crisis 2's* responsible-sounding Keith Martin and Robin Baxter.

Based on Namco's 1998 arcade game, *Time Crisis 2* is a brilliant, slightly po-faced and equally brainless take on the buddy movie genre, with two cops battling insurmountable odds within a scenario that throws up more explosions, action set pieces and maniacal ringleaders than all four *Lethal Weapons* put together. All that's missing are the wise-cracks, with the pairing of Keith and Robin more akin to the no-nonsense Bodie and Doyle from *The Professionals* than Hollywood's sharp-tongued stars. Nevertheless, *Time Crisis 2* shares the same simplicity and penchant for big bangs employed by the buddy brigade, with the player pointing the supplied G-Con 2 light gun at the screen and picking off a wealth of uniformed bad guys with a volley of cathode bullets. To describe *Time Crisis 2* so simply, however, does the Namco game no favours whatsoever. Because, as simple as its basis may be, the conversion enjoys an immediacy rarely seen outside of the arcades and is balanced by the kind of fast-paced action sequences that allow you to lose yourself in its graphically stunning and thoroughly engrossing missions.

But first the plot. Keith and Robin are on the trail of a gang lead by insane master criminal Ernesto Diaz, who has stolen a military satellite that he plans to use to hold the world to ransom. The game starts off within a hotel room. Our gun-toting law enforcers kick open the door, cap a few henchmen and proceed on a three mission quest to retrieve the missing technology and off Diaz. Armed with the trusty G-Con 2, the player controls either one of the pair, with the handgun firing a





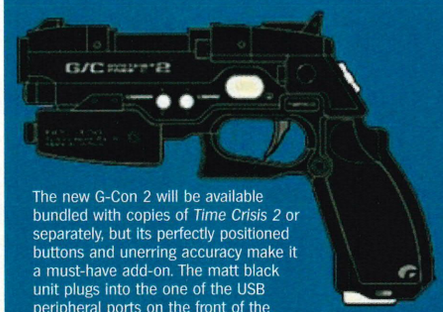
It's not all being shot at mind, this jungle Jim prefers to play with knives.

This is what happens when you are hit square in the face by a well-aimed bullet. See this four times and you lose a life.

This boss is particularly hard to kill. Especially as you are required to shoot him from a moving train while he darts about in a helicopter.

GUNNING FOR YOU

***Time Crisis 2* comes packed with a piece.**



The new G-Con 2 will be available bundled with copies of *Time Crisis 2* or separately, but its perfectly positioned buttons and unerring accuracy make it a must-have add-on. The matt black unit plugs into the one of the USB peripheral ports on the front of the PlayStation 2, with a secondary yellow cable slotting into the accompanying multi-out lead adapter, just like G-Con 1. The G-Con 2 is also a third smaller than its clunky PSone predecessor, and is surprisingly light with the positioning of its reload buttons at the rear, base and either side of the gun making it perfect for either left- or right-handed players. Scrooges can breathe easily – your G-Con 1 will still be compatible with *Time Crisis 2*.

In Two-player mode the screen splits and provided you've got two guns a co-operative campaign can be waged against the enemy.

//This conversion displays an immediacy rarely seen outside of the arcades//

dozen or so shots before forcing the player to duck behind some convenient scenery to lock and load. This one simple movement, however, does as much to signpost *Time Crisis 2*'s intentions to thrill as any other, and also shows off the beautiful design of the G-Con 2 light gun.

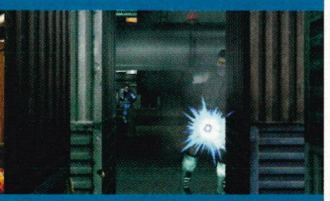
Now, it has to be said that there's something vaguely ridiculous about sitting in front of your TV pointing a large plastic gun at the screen. No matter how engrossing the action, there is always a nagging feeling of slight foolishness that pricks at your conscience as you pick off the procession of bad guys that pop up on screen. But despite recalling Danny Glover's comments about "getting too old for this" in participants way beyond their teens, never before has a peripheral been so well tuned for use in a game. And it can all be attributed to two innocuous little buttons.

Situated at the back of the gun, just above the handle, the G-Con 2 has a digital crosshair that doubles as a reload button with another larger button conveniently placed at the base of the gun. These duly allow two different shooting styles, with Mel Gibson's favoured two-hand approach perfect for using the base-mounted button, while the digital crosshair allows for one-handed action, with the thumb flicking across the pad to reload or duck behind a wall. Coupled with the instinctive accuracy the gun offers – shooting from the hip is eminently possible and much cooler than using the sight – all that remains now is to sit back and enjoy the show. And what a show...

With the arcade game nearing its third birthday, there was a distinct possibility that *Time Crisis 2* on PlayStation 2 could have ended up looking rather dated. Thankfully, Namco has taken this into account and totally reworked the visual elements of the coin-op to create a far more contemporary looking adventure and one that is fleshed out with scene-setting sequences that segue into the action sections. It's all very glossy, but more impressive when seen in the context of the game with its fast-moving camerawork truly conveying the

IT WAS A TIME OF HEROES...

Time Crisis 2 **throws up more action set pieces than a dozen Hollywood action films, with Keith and Robin boarding trains, using speedboats and entering a scientific base in their pursuit of Ernesto Diaz. But the following have to be seen to be believed...**

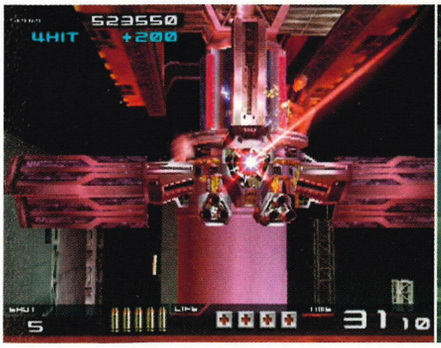


The Boat Chase
The second stage sees the pair take the choppy waters in pursuit of one of Diaz's henchmen. As boats skim across the water – which showcases the effort Namco has made to enhance the game – masked assailants give chase in motor dinghies. As the boats are buffeted by the waves, aiming is tricky but hit adversaries tumble satisfyingly into the drink.

The Train
Keith and Robin board a heavily armed train, which is duly overtaken by another freight vehicle. As Robin boards the slow-moving train, Keith is left to lean out of the window and pick off anyone trying to target his mate. Keeping an eye out for signal poles that threaten to decapitate careless passengers, the action concludes in a battle with another of Diaz's cronies.

The Rocket Silo
Diaz is holding a female hostage and is about to launch the satellite weapon ready to take out key UN sites. Before they can get to him, Keith and Robin must pick their way through a claustrophobic maze of packing cases – with gun-toting henchmen scrambling all over the place to get to them. Cue a bout of close-quarter panic shooting mayhem.

Where did that thing come from?! On this level a group of diving, flying ninjas attack from under water. Shoot. Them. Fast.



No, it's not a hi-tech nightclub lighting rig. It's a laser cutting device and it's being used to slice you in two.

Certain objects that the terrorists hide behind will explode when hit, killing them all at once.

The action is offset with a series of narrative based cut-scenes.

feel of being in a running gun battle. As befits such a fast-paced game, the action is sporadic but frequent. Bad guys tumble on screen in batches of a dozen or so, before the 'Wait' message appears and the camera pans around to the next zone while you release the breath you didn't realise you were holding.

The locations used are also refreshingly different. The endless army of criminal types appear in restaurants, driving speed boats and in the old buddy movie haunt of a log cabin, and the inventiveness of the situations and the surroundings genuinely make up for what little true interactivity the game offers. Basically, the player's mission is to shoot at whatever rears its head, while using the duck and reload button to avoid the swords, grenades and missiles lobbed their way. But what sounds like a rather repetitive 'fish-in-barrel' shooter situation is padded out into a surprisingly engrossing experience.

SQUEEZING THEM OUT

One minute, for example, you'll be picking off rubber-suited villains as they abseil into a picturesque courtyard, the next you'll be ducking as a train pulls alongside the one the cops have boarded and blows out all the windows with a hail of machine-gun fire. As such, while the game does indeed boil down to shooting things, it can be anything from an armoured car to a absolutely massive thug who swings a Polaris missile as if it were a cricket bat – it's this aesthetic variety and the constant succession of surprises that keeps things fresh. These set pieces also create a game of such pace and intensity that you'll wince as you duck beneath a swinging crane and swear out loud when you are hacked down by a sword-wielding ninja – and any game that provokes such an instinctive reaction is fine by us. Meanwhile, even though *Time Crisis 2*'s simplicity is being masked by this procession of clever touches, the linearity of the game is also masterfully disguised with the two cops splitting up and tackling major hazards separately. Similarly, picking off an assassin as they move in on your buddy provides as satisfying a moment as any of the cloying schmaltz Mel, Danny and the like can offer.

Despite lacking innovative gimmicks such as *Silent Scope*'s Sniper mode, *Time Crisis 2* is a riot from start to finish. It is happy to sacrifice such additions in favour of ballistic gameplay of a shoot-first-worry-about-content-later ilk. The unrelenting thrills offered by its breath-taking boat chase, the way bad guys twitch and buckle under repeated fire, and how the camera pans effortlessly to reveal the next battle scene are beautifully worked, while the game's difficulty level is perfectly judged to make progression slow but sure.

To bolster the mission-based Story mode there are a range of different shooting range challenges in which to hone your aiming ability. In fact these are extensive enough to be considered mini-games of their own, giving you the opportunity to shoot at clay pigeons, moving targets and then get scored according to your accuracy. Of course, you could just hold the gun two inches from the screen but where's the skill in that?

With additional gloss coming via a Dual Gun mode for either team-based double holstered heroics or a John Woo-style single-player, *Time Crisis 2* has got the lot. Lock 'n' load, people, we've got extremely high hopes for this one... □

ON TARGET? TIME CRISIS 2

Huge entertaining gunplay, with the cleverly plotted levels and fast pace more than making up for any lack of varied content.

HEROISM
You'll give cover fire, pick off snipers and blow up vehicles.

GRAPHICS
Lighting and water effects improve on the arcade game.

SHARP SHOOTING
A choice of one or two guns – and the G-Con 2 is so accurate.

This nasty piece of work carries a huge rocket-launcher to compliment his natty Armani togs.

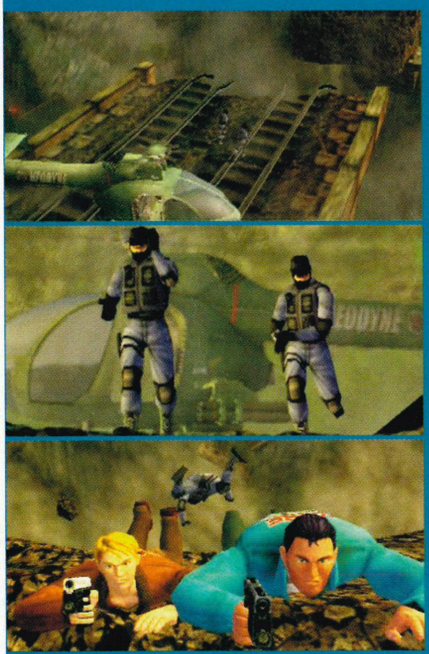
Smile. He just took your picture. And you just shot him.

Ooh look at the pretty water effect. All glistening and... Oh dear. I've just been shot.

Stop admiring the sunset, fool! There's a man just about to fill you with lead over there.

MAKING MOVIES

Now all we need is a decent script.



Adding a touch of big screen glamour to the adventures of our heroes are the new interlude scenes. Using motion-captured animation for the main characters, these cut-scenes show the two cops discovering clues as to their next move and also show Namco offering a few nods to the great buddy movies of the past via car chases and clever kills. One scene shows two guards approaching a destroyed bridge where Keith and Robin seem to have plummeted to their deaths. As they look over the edge, shots ring out and the guards tumble down past the two heroes who are clinging to the ledge. Sadly, the serious-minded cops don't have a pithy one-liner to hand, but Arnie would still be proud.

WORDS: STEVE FARAGHER

ALONE IN THE DARK: THE NEW NIGHTMARE

Veteran survival horror franchise *Alone In The Dark* has been around so long, it invented the genre. Can it make a comeback and challenge *Resi* for top zombie dog?

Publisher: Infogrames
Developer: Infogrames
Players: 1
Release: September

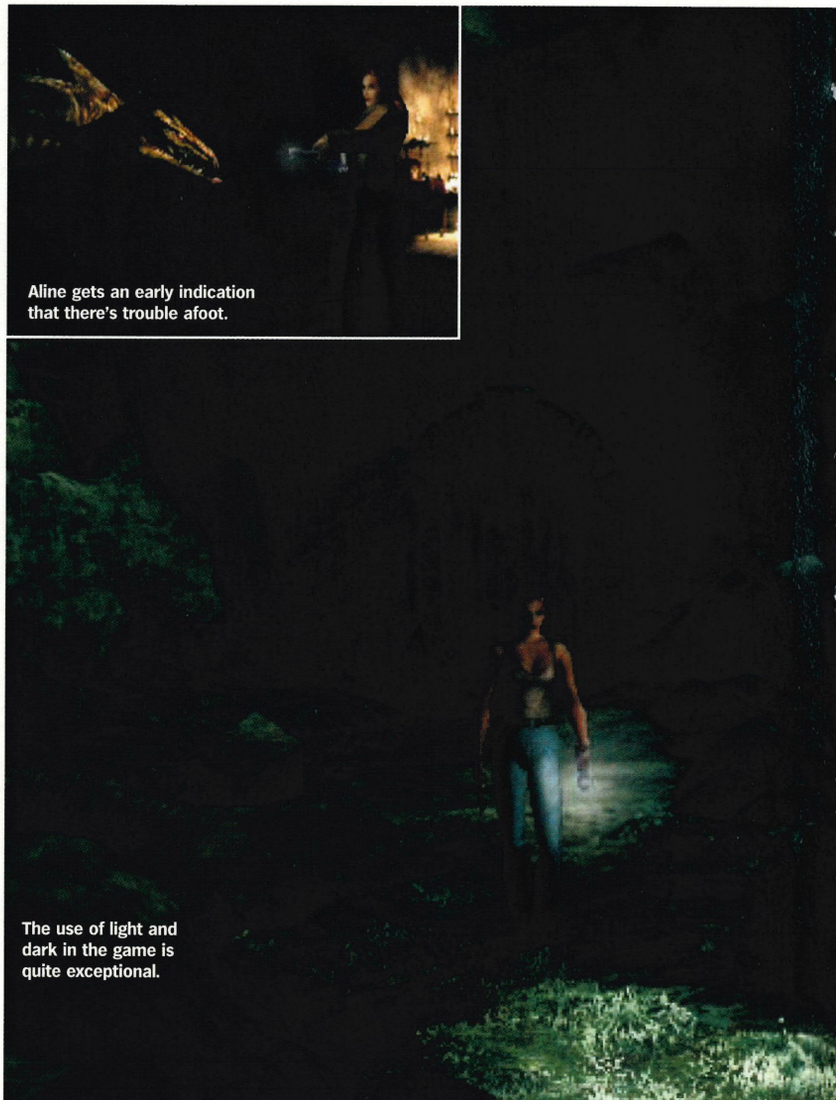
For evidence of the appeal of this title, you need look no further than the recent PSone charts. In its PSone incarnation, *Alone In The Dark: The New Nightmare* has dominated them for the past couple of months, hogging the number one spot against the challenge of *Simpsons Wrestling*, *Mat Hoffman's Pro BMX* and even *Formula One 2001*. *Alone In The Dark* is the new *Resident Evil* (and the old, see Skeletons In The Cupboard) blending harem-scarem thrill-a-minute cinematics with pumping-heart-buried-under-the-floorboards plot and anxiety-generating sonics. And we already love it.

The creepy plot follows the adventures of professional occult investigator Edward Carnby or researcher Aline Cedric as they investigate the suitably isolated and gloomy Shadow Island. Edward is searching for clues as to who killed his best friend, while Aline is more interested in finding out her father's mysterious past. The two characters are a choice at the start and give two different games with much the same physical terrain covered, but a completely different set of puzzles.

The game feels very much like *Resi*, with exploring, evil monsters to defeat, puzzles to solve and keys to collect. The setting consists of a mansion, its grounds and the caves beneath. One smart touch is the use of light in the game. Not only do you carry a torch to illuminate the places you're searching (think *The X-Files* or indeed *Silent Hill 2*) but this light can have a real effect on the creatures you encounter too.

However, while the plots in *Resi* follow the traditional Japanese obsession with scientists dabbling in forces they don't understand and unleashing monsters (*Godzilla*, *Akira* et al) *AITD* has a more occult feeling to it, and is loosely based on the cult writings of early 20th Century author HP Lovecraft who created his own pantheon of unspeakably evil gods and beasts known as the Cthulhu Mythos after its greatest god. This difference in plot makes a significant difference to the game;

Aline gets an early indication that there's trouble afoot.



The use of light and dark in the game is quite exceptional.

SKELETONS IN THE CUPBOARD

Most people wrongly identify *Resident Evil* as the first ever survival horror game. We made the mistake ourselves in issue #07. The truth is that *Alone In The Dark* was making use of supernatural story lines, explore-and-shoot game dynamics and dramatic camera angles for some three years before the first *Resi* ever appeared. Here are the ground-breakers..

ALONE IN THE DARK
Release: 1993
Platform: PC
Heroes: Edward Carnby and Emily Hartwood
Plot: Emily's uncle Jeremy Hartwood commits suicide. It's no surprise – the ancestral Louisiana home, Derceto, is known to be haunted by an evil power. You must unravel the pirate's curse and then make an escape from the mansion.

ALONE IN THE DARK 2
Release: 1994
Platform: PC, PSone (as *Alone In The Dark*)
Heroes: Edward Carnby and Grace Saunders
Plot: Christmas 1924, and a young girl, Grace Saunders, has been kidnapped. The clues lead to a mansion called Hell's Kitchen and another pirate, called One-Eyed Jack. Can you prevent Grace's sacrifice by the Zombie Witch?

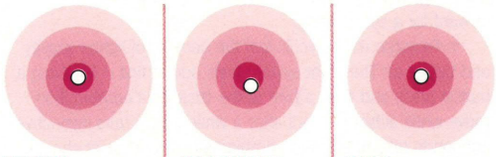
ALONE IN THE DARK 3
Release: 1994
Platform: PC
Hero: Edward Carnby
Plot: Edward finds himself in the town of Slaughter Gulch in the Mojave desert investigating the disappearance of the this time non-playable Emily Hartwood. Edward must collect the clues and face down evil cowboy, Jed Stone.

don't expect to be finding any hidden scientific bases here, this game relies on pure, good old haunted house imagery to make your heart stop.

Just one note of caution though, amid all this unashamed trumpet-blowing. While doing our research for this preview, we came across an old PC demo of the 1993 original *Alone In The Dark* at www.gamesdomain.com/demos/demo/alonedrk.html and – for the hell of it – downloaded it to take a look. While as you can see the graphics are godawful and dated (in fact it looked like it had been *coded* in the Twenties, rather than just set in it) we were surprised to find that the character animation of Edward Carnby was a good deal more sophisticated than that of his present-day incarnation – when fighting he would crouch, punch and kick. Which led us to wonder... are we losing out on some elements of gameplay in the quest for next-gen graphics? Sure *AITD* looks great, but there is something rather wooden about the way the characters move, just like there is in *Resident Evil Code: Veronica* and *Onimusha: Warlords*. Perhaps the extra power of the PS2 should be used to make control easier and animation more fluid as well as to make the game look better. Or is that just us? ☐

ON TARGET?
AITD: THE NEW NIGHTMARE

Can *Alone In The Dark* disembowel *Resident Evil* and leave it to die slowly in the gutter?



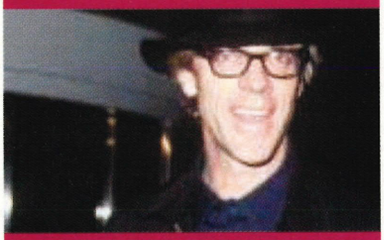
VISCERA
Blood. Blood. Everywhere, My God. The horror...

ADRENALINE
Slow exploration followed by suitably frenetic action.

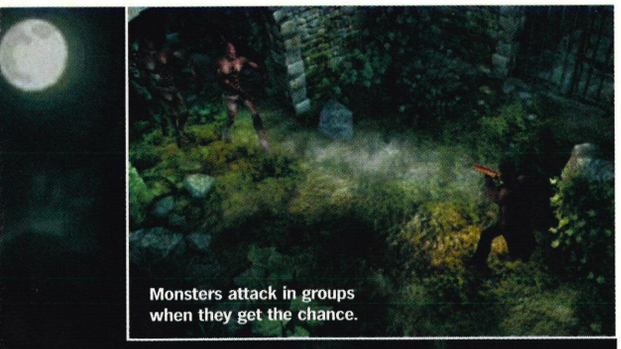
GUNS
A double-barrelled pistol? A triple-barrelled shotgun? Wow.

SPIRITS IN THE MATERIAL WORLD

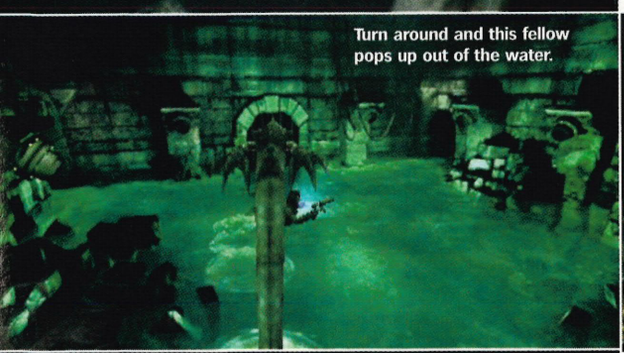
Waxing lyrical over *Alone In The Dark*.



Stewart Copeland (he used to be The Police's drummer) has written a track especially for *Alone In The Dark* which plays during the intro movie and upon successful completion of the game. We know it's lazy journalism to quote straight from press releases, but we couldn't resist this risible entry for Pseud's Corner. "Copeland's work is marked by unpredictable rhythmic progressions; often fusing the disciplines of minimalism and rock with the sensibility of modernistic, sometimes ironically detached film scoring. This style is especially evident in the work that he has created for *Alone In The Dark: The New Nightmare*. The theme song aptly named *Alone In The Dark*, combines hard-edged rhythmic riffs from electric guitar and acoustic bass with rich sultry effects from electronics along with lyrics that capture the essence of the game's spine-tingling plot." Speaks for itself, really...

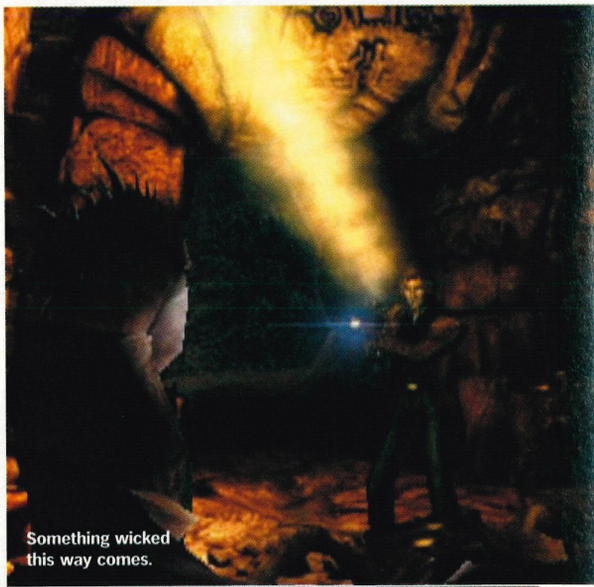


Monsters attack in groups when they get the chance.

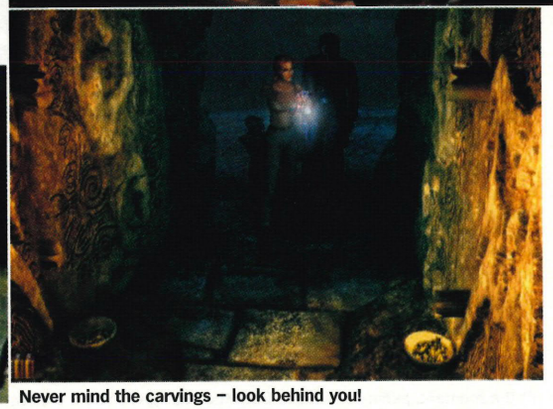


Turn around and this fellow pops up out of the water.

Impressive muzzle flash, non?



Something wicked this way comes.



Never mind the carvings – look behind you!

WORDS: JOEL SNAPE

MX RIDER

The first of two PS2-bound motocross titles previewed this month – this the more sim-like offering. Oh yes, and it lets you race in Swindon.

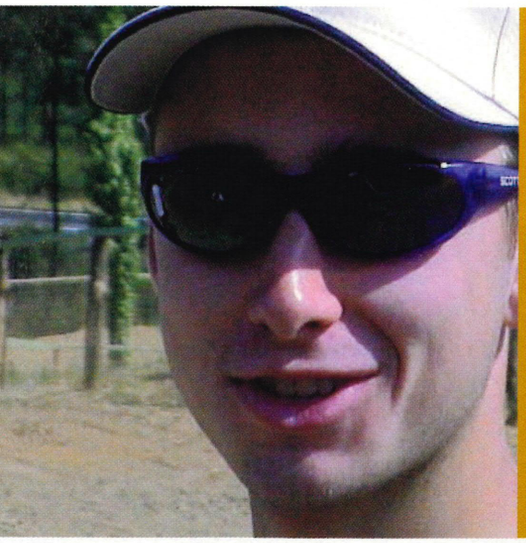
Publisher: Infogrames
Developer: Paradigm
Players: 1-2
Release: August

There's a jump up ahead. You lean forward to load up the front shocks, back to get extra air as you crest over the top, then squeeze the back brake in the air for a perfect two-point landing, screeching out ahead of the pack. Then, just to rub it in as you take first place, you nonchalantly pull a handstand on the saddle as you sail over the finish line. This is motocross riding.

MX Rider isn't really one game, but three. Motocross takes place over long, outdoor courses and is the closest to a straight bike race. Supercross involves indoor courses full of bumps, where getting a good rhythm and catching the inclines right is much more important than taking tight corners. Finally, there's Freestyle – *MX Rider*'s courses have been designed from scratch, so you'll find plenty of flaming hoops to leap through.

Paradigm's game has been mainly developed as a sim, ensuring that motocross aficionados will immediately feel at home. Rather than simply plonking trees and other obstacles here and there around the track, *MX Rider*'s courses were designed with the aid of countless videos, photos and elevation drawings of the real thing. Still, Paradigm realise that it has to work as a game above all, so they haven't shied away from occasionally steepening an incline or tightening a corner to make things more interesting. The bikes handle as a real bike would, so you'll need to hit the front brake as you go into turns, but nudge the rear brake when you're airborne to tilt the bike forward for a soft landing.

In Freestyle mode, you'll feel the benefits of lighter gravity and bigger air. The stunt system feels odd at first – involving a button press and then a twirl of the stick for a combination move while airborne – but after a while it becomes instinctive enough to let you attempt combinations. The biggest change, though, is the boost bar. Pull a Heelclicker, and you're awarded boost points – giving you a quick burst of speed. With more than 30 stunts available, it's a system that rewards extra effort



Q&A

TOM CHURCH

***OPS2* got down 'n' dirty with a slightly toned down version of a motocross bike – then had a chat with pro-rider Tom Church.**

When did you start riding?
I started motocross when I was seven, but before that I was into BMX.

So how does *MX Rider* compare to the real thing?
They've really looked at the sport. In motocross, bikes don't slide out on corners – they *turn*. They've got that right, and other things, like hitting the back brake in the air working just correctly.

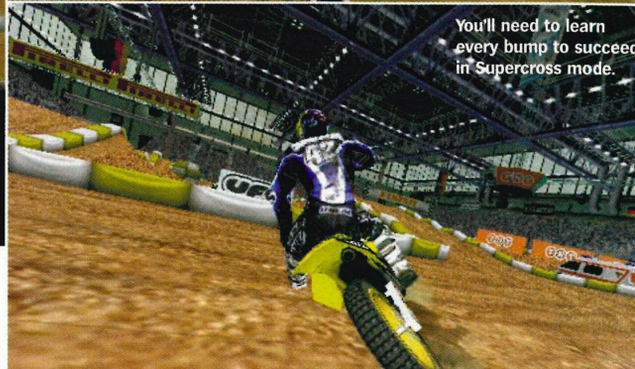
Any differences?
You brake a lot more in reality, obviously – you can't just go around the courses almost flat out. Another thing is, there's no way you can land flat from a big jump – you'd break your arms – but changing that wouldn't make an entertaining game.

We've just had a go on a bike and skinned our elbow. How's the injury rate in motocross?
It's funny, but sometimes the worst crashes are the ones you can walk away from. I've got up not believing I'm not injured – but then, one time I just put my foot out on a corner and twisted my knee backwards. That hurt.

At the moment, pulling a wheelie from the start gives you a cheeky turbo boost – although things might change.

The Swindon course – just the thing to cool you down in the summer.

Nice touches like hot-air balloons taking off help that all-important atmosphere.



You'll need to learn every bump to succeed in Supercross mode.

while you're racing and gives the game more depth – clever, even if it's a trick stolen from *SSX*.

It's also a testament to the developer's devotion to the sport that they've made such an effort to recreate how messy it is. Mud sprays the camera as your tyres churn up beautifully reflective puddles. There isn't any rain as such, but the gloomy clouds of the Swindon level will be familiar to anyone who's ever been there. Riders even get progressively caked in mud or dust as they career around the track. Just as important as the way the bike rides, is the way the game tries to capture the atmosphere of a motocross event. Fireworks burst, cameras flash and race marshals dive for cover if you veer towards them. In another style-rewarding ploy, pulling crowd-pleasing stunts in Supercross mode will add to your reputation, increasing the chance that you'll be offered sponsorship and extra cash. You spend this on extra kit and flashier bikes – tuning your tyres to match the terrain will be essential in the Championship modes.

With its realistic handling and attention to detail, *MX Rider* looks like an obvious choice for PS2 owners already into the sport. It will be a question of whether the stunts and tricks add enough variety to make it a worthy purchase for everyone else. Let's hope so. □

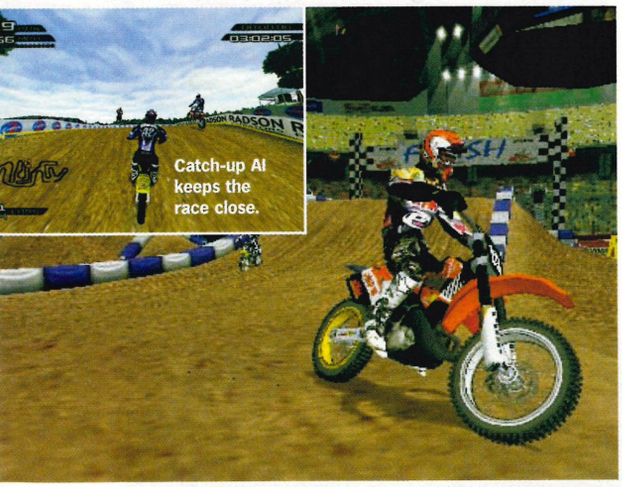
ON TARGET? MX RIDER

It's set to be the most realistic motocross racer on PS2, but can that translate into an entertaining game?

SPEED
Impressively nippy, with only rare cases of slow-down.

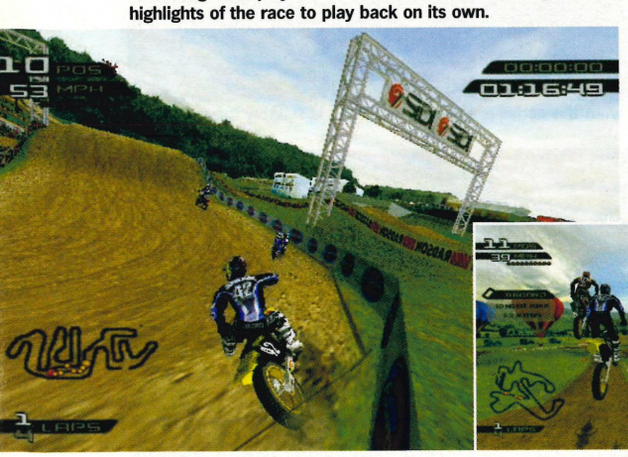
STUNTS
Better than *ATV Offroad*, but not as good as *SSX*.

MUD
More splattery than Jackson Pollock on his excitable days.

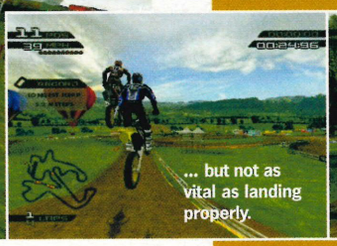


Catch-up AI keeps the race close.

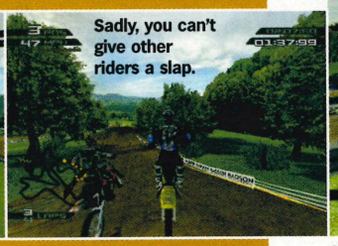
An intelligent Replay mode chooses the most exciting highlights of the race to play back on its own.



Sticking to the racing line's important...



... but not as vital as landing properly.

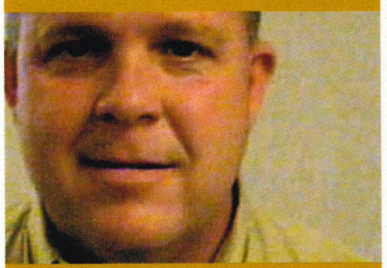


Sadly, you can't give other riders a slap.

Q&A

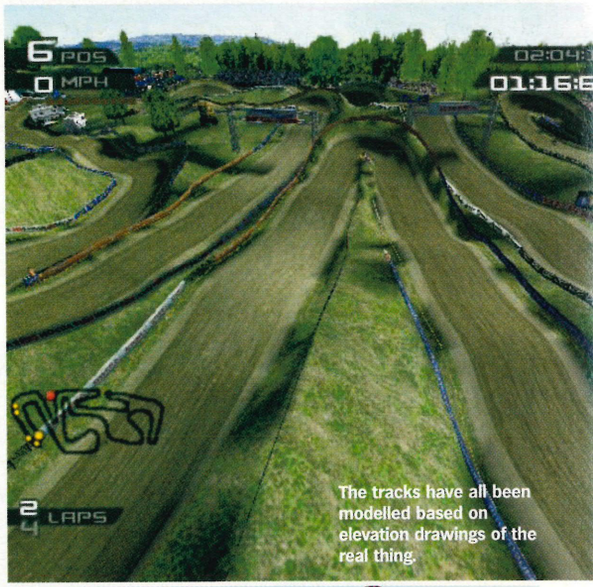
THINK BIKE

***OPS2* caught up with Chris Johnson, Producer of *MX Rider* to talk bike.**

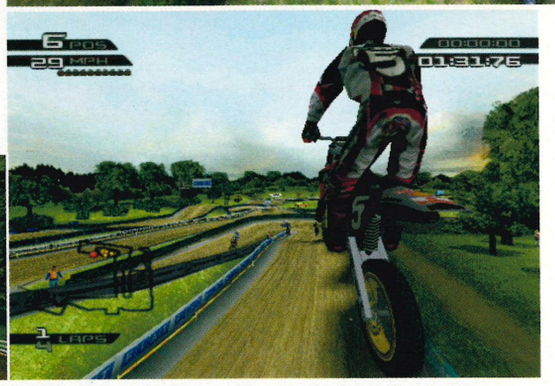


You've mentioned *Tony Hawk's* and *SSX* as influences. How much realism has been compromised to make the game more playable?
In Supercross and Motocross modes, we haven't really – the physics model's very realistic. In Freestyle, though, you'll be able to get huge air, and we've added some tricks that aren't really feasible – like the Barrel Roll and the Pommel Horse. Some of them scared the riders. Each AI rider has their own parameters – we've got guys looking at the real riders to see how they tackle courses and we're translating that to the game. Some of them will do more stunts than others, some will take turns tighter, and so on.

How much input have you had from real motocross riders?
We've got six original supercross tracks that Freddy Verherstraten helped to fine-tune – he's a professional track designer. We also motion captured the world record holder for the longest wheelie – I think he lasted about 11 hours. He did some of the stunts in a zero-gravity harness, and he did the crashes as well – he was getting pretty into it.



The tracks have all been modelled based on elevation drawings of the real thing.



Air this big's rare in motocross – time to show off.

WORDS: ADRIAN LAWTON

TWISTED METAL: BLACK

Take cover! *Twisted Metal's* death-dealing lunatics are back to make the streets an altogether more dangerous place.

Publisher: SCEE
Developer: Incognito
Players: 1-4
Release: September

The murderous collection of psychos to be found in *Twisted Metal: Black* are prime candidates for a dose of shock therapy. Even the residents of Gotham City's Arkham Asylum pale into insignificance compared to this assortment of joy-riding nutters, back causing mayhem after a successful run on PSone. Outlaw, Mr Grimm, Spectre, Junkyard Dog and co are all at large in the community and as deranged as ever, but this time with a serious facelift for PS2. The car smashing, weapon-wielding madness of *Twisted Metal* has returned. Fasten those seatbelts.

Veterans of the previous four games will know exactly what to expect. Set in a dark, pseudo-apocalyptic future, you must assume the role of one of these dangerous individuals and immerse yourself in their violent world of motorised gladiatorial combat. There's one rule and one rule only: annihilate everyone before they do the same to you.

While not tinkering with the simplistic appeal of the series, *TM:B* upgrades the experience considerably. Arenas are big, often multi-levelled affairs (see Step In The Arena) and much of the environment is destructible. Want to smash down a building? Sure thing. Tree in your way? Just drive straight through it. Helicopters circle in the sky raining fire down from above, spectacular weapon effects illuminate the gloom, characters, turned into human torches when their vehicles are destroyed, run screaming from the smouldering wrecks – there's loads of this immersive detail crammed into each area.

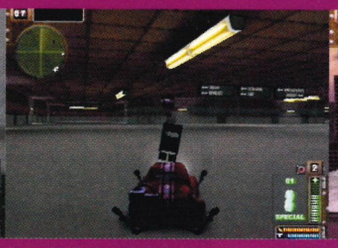
The vehicles are also an impressive bunch, each tied exclusively to one of the game's characters. There are 16 available initially, each with its own characteristics and special weapon. Hop into pick-ups, off-roaders, taxis, juggernauts and even onto motorbikes, all armed to the rotten back teeth.

Once you've chosen your chariot, for the single-player *TM:B* offers up a Story mode where you progress through the levels, taking on the game's bosses along the way. Challenge mode

STEP IN THE ARENA

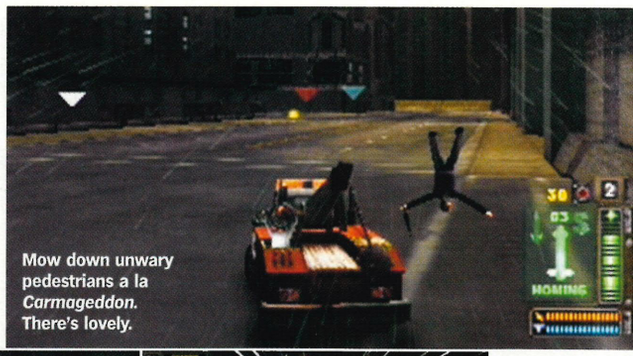
For a taster of what awaits you on the battlefield, here's three of the most twisted arenas that we've picked out:

Death 2 A particularly nasty one this. The snow-covered surface is almost friction-free and has deadly drops on all sides, as you'll discover the first time you fly off the end of the platform to meet a horrible death below. Learn to nudge opponents over the edge.



Suburbs This sprawling arena is full of areas to explore. Here we're in the hospital, where the unfortunate patients (complete with wheelchairs) are perfect road-kill material for the motorised maniacs. Sick, yes, but entertaining none the less.

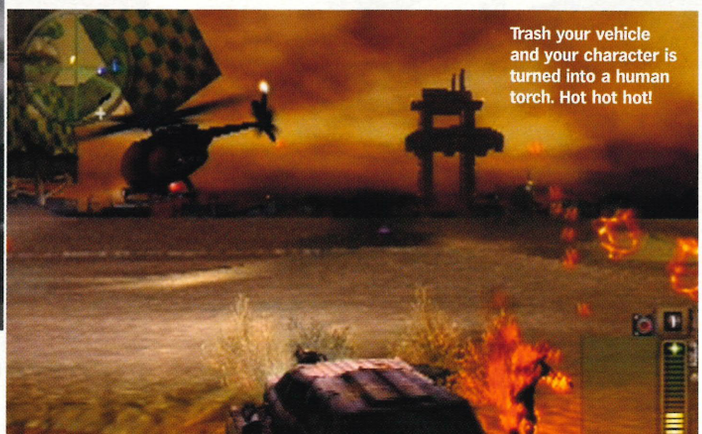
The Rooftops A series of interconnected skyscraper roofs high above a city. The shattered remains of a passenger jet lies between two buildings, it's torn body serving as a bridge. There's even a huge stained-glass church window that you can drive straight through.



Mow down unwary pedestrians a la *Carmageddon*. There's lovely.

Special weapons are a highlight. Crazy 8's electric charge and Outlaw's projectile zombie are most cool.

Multiplayer mayhem is what this series is all about and *TM:B* is suitably mayhemic.



Trash your vehicle and your character is turned into a human torch. Hot hot hot!

allows you to randomly pick arena and opponents, while Endurance is simply a case of lasting as long as you can against an infinite number of adversaries. Although the one-player game is fairly short-lived it serves an important purpose; to unlock all the juicy extras for the multiplayer game. Incognito has clearly spent a lot of time on the multiplayer action and though currently suffering from slow-down problems and some dodgy camera angles, they've done a reasonable job. With a MultiTap plugged in, Deathmatch mode offers you and three compatriots around 20 levels of serious mechanised mayhem. On top of this, a two-player co-operative option means you and a friend can team up in the Story mode and Last Man Standing lets you both face-off in the same vehicles.

After indulging in hours of ceaseless motorised slaughter, *OPS2* can assure you that *TM:B* retains all the action and multiplayer larks of the series, while giving the whole thing a good next-gen makeover. Plus, Sony is planning an online add-on pack for the game once the PS2 Network Adapter arrives. With this added bonus and frantic split-screen action, *Twisted Metal: Black* should prove to be a safer, more enjoyable alternative to ram-raiding your local shops on a Friday night. □

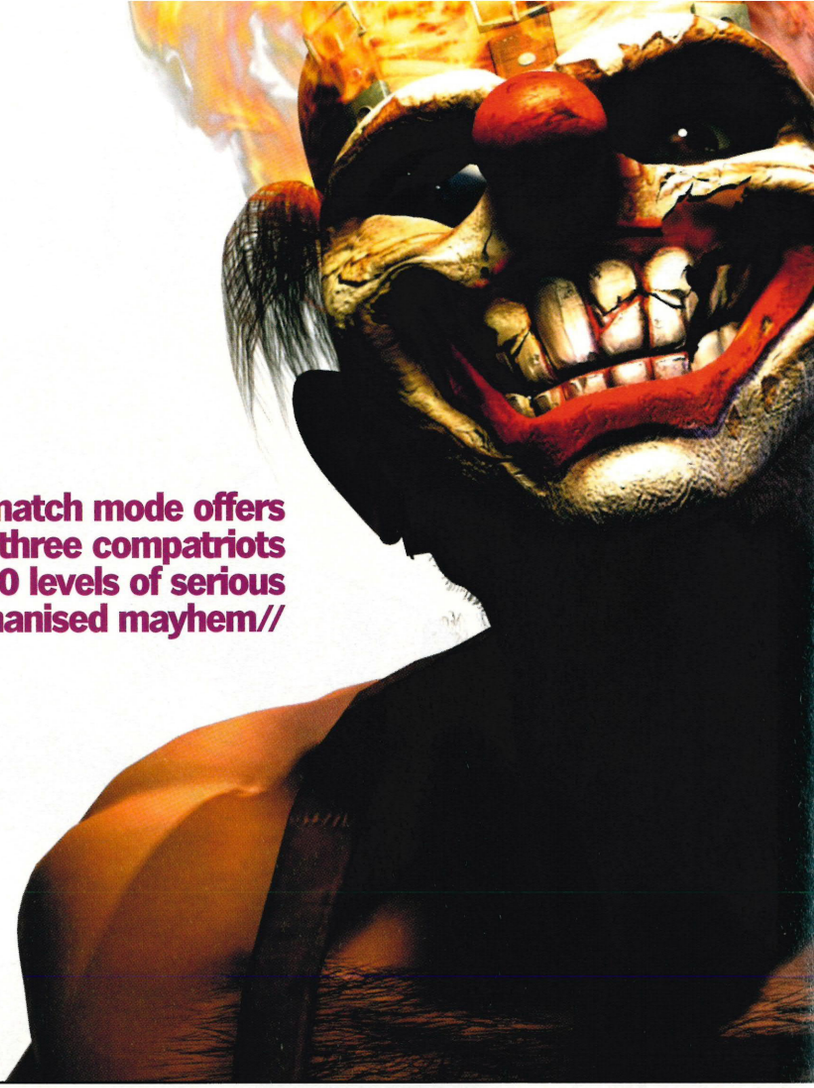
ON TARGET? TWISTED METAL: BLACK

Combining triumphs of the past with the power of the future looks like a heady molotov cocktail, but is *Twisted Metal: Black* really up for it?

GRAPHICS
Cool vehicles, huge arenas and glorious special effects.

MULTIPLAYER
Split-screen antics and the promise of online play? Hey now!

ARMOURY
Generous assortment of nutty weapons is its strongest feature.



//Deathmatch mode offers you and three compatriots around 20 levels of serious mechanised mayhem//

"TimeSplitters is the one title you should definitely be dashing home with once you've secured your PS2."
Official PlayStation Magazine - 9/10

"A slick shoot 'em up wet dream."
Power - 9/10

"Grab a copy now for some of the fastest, most full-on fragging of this or any century."
Official PlayStation 2 Magazine - 9/10

"An adrenaline-filled hyper-addictive, head-buzzing thrill kill fest."
PSi-2 - 90%

"A glorious multiplayer massacre."
The Player - 5/5

"This is easily one of, if not the best title so far on PS2."
Total Station - 91%

"Get a PS2, get a multi-tap and get TimeSplitters."
Station 2 - 92%

GET TOGETHER, SETTLE THE SCORE.

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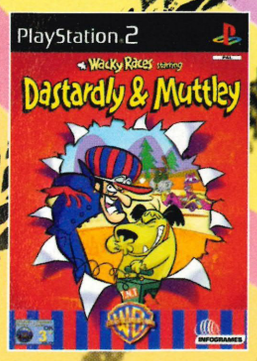
PlayStation 2

PlayStation

"Muttley...¿9*!%!!"

Wacky Races starring

Dastardly & Muttley



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Dastardly & Muttley - Racing onto PlayStation® 2.

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INFOGRAMES

WORDS: NICK JONES

DAVE MIRRA FREESTYLE BMX 2

Sure it has bunnyhops, endos and bar spins but can Dave Mirra offer anything different to all other the BMX games on the market?

Publisher: Acclaim
Developer: Z-Axis
Players: 1-2
Release: October

The original *Dave Mirra Freestyle BMX* was the first of its kind on PSone but wasn't brilliantly received, especially considering the all-round praise for *Mat Hoffman's Pro BMX*. Taking a different approach to Activision's arcadey stunt fest, *Dave Mirra* was a more demanding experience, making the player actually learn the tricks before he could use them. Likewise, this is the approach taken by *Dave Mirra 2* – it is easy to get in to but does require a bit of practice before you'll become anything near an expert.

Naturally, the extra power afforded by the PS2 has enabled Z-Axis to create larger and far more complex levels, the developer is boasting that they're some four times bigger than in the PSone's *Dave Mirra*. So this basically means much more variety and more ramps, half-pipes and surfaces to pull stunts. You can even hitch a ride with moving traffic and use the cars as you might a regular ramp or rail.

Your basic objective in the game is to earn respect from other BMX riders. You do this by interacting with the computer-controlled riders on the level – they set you challenges and if you meet the challenge, you earn their respect and are allowed to progress. The kind of stuff you can expect? Well, fairly standard show-off BMX stuff – make a particularly dangerous jump or smash some high up street lights or the usual 'get the points in the time limit'. Naturally levels are your typical BMX stuff ranging from street-based to dirt tracks to parks and off-road.

You can also talk to pedestrians and spectators to get tips and directions to secret areas. Not being the only rider in a level is an interesting touch and these other riders along with traffic and pedestrians help to give the levels a bit more life and make the whole experience more realistic.

As far as the number of tricks go, *Dave Mirra 2* has the upper hand on anything else in the genre – it boasts some 1,500 in total. This is thanks to a Modifier button which enables you to add your own touch to the standard tricks. All you do is go for a standard trick, hit the modify button and a direction and you've got a one-handed Superman, for example. In the interests of competitiveness a multiplayer game has been included and appears to be more interesting that the usual 'bolted on' kind of thing we usually get – ten different games are promised.

Let's be realistic here, *Dave Mirra's 2* is not going to rock the world of videogames. However, as a BMX stunt-'em-up it achieves the necessary level of radness to make this type of title a success. A few things will have to be rectified before the game is released – issues like slow-down and background textures but if everything goes well, *Dave Mirra's 2* should be just about the most bike-related fun you can have on PS2. □

ON TARGET? DAVE MIRRA FREESTYLE BMX 2

Essentially an update of the PSone's *Dave Mirra Freestyle BMX*, this PS2 incarnation should be a massive improvement.

STUNTS
Everything you remember as a kid and more besides.

CONTROL
The camera can make things a little tricky at times.

CRASHES
Ball-shattering falls that'll make you wanna wince.

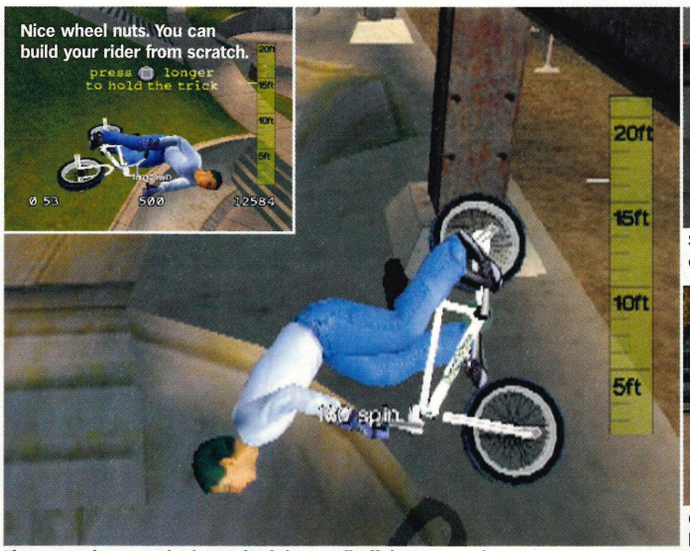
LEVEL THE LAND

What people in 1994 would've called "landscape gardening for Generation X" – the Level Editor...

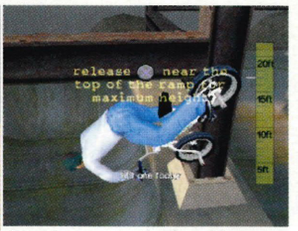
So eight levels of stunt-pulling mayhem not enough for you? That's a problem easily solved. Using *Dave Mirra 2*'s Level Editor you can make your own. Not exactly a new idea, but here you can select from a number of pre-designed 'shells' and then tweak them and add or remove your own features lending that real pro feel.

1. Almost every feature in the game is available to you – cycle through and select.

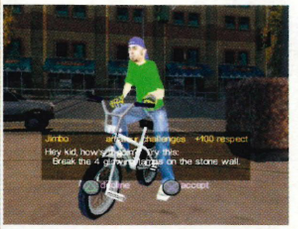
2. Now test your park, tweak it and you've got your own course to swap with mates.



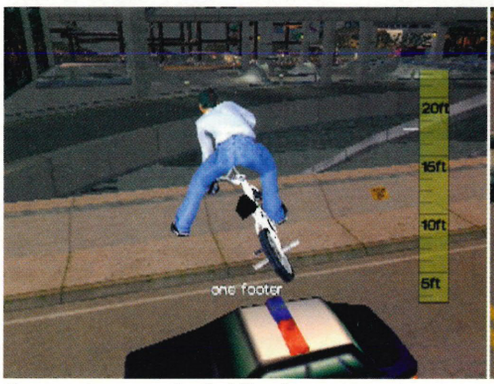
The more air you grab, the easier it is to pull off those I'm-going-to-DIE stunts.



Secret areas can be found by chatting to bystanders.

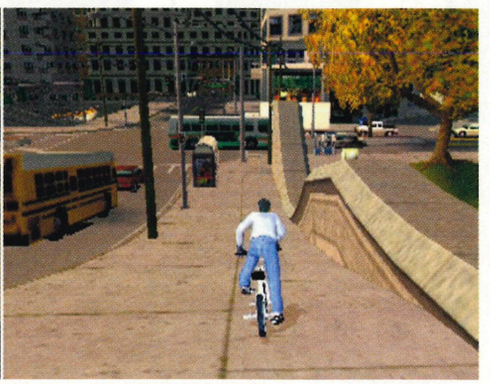


Challenges set by BMXsters must be met to progress to new levels.



Show your contempt for the bill and earn extra points.

Moving vehicles are a bit more difficult to use as ramps...



The huge urban sprawls make ideal BMXing territory.

SILENT SCOPE 2: DARK SILHOUETTE

WORDS: NICK JONES

SILENT SCOPE 2: DARK SILHOUETTE

Take to the roofs of old London town to rid the world of evil terrorist dudes.

Publisher: Konami
Developer: KCET
Players: 1-2
Release: September

As a launch title for PS2, the original *Silent Scope* was a fun if flawed affair. Its arcade heritage was evident with its simple yet pretty addictive gameplay but it lacked real replay value being rather short. *Silent Scope 2* won't exactly remedy this fact but for fans, more of the same is really what you're after.

The biggest change is that there are now *two* snipers in the game. You can play as either – the sniper from the first game or the new guy, a freelance sniper who's working on your side. Changing snipers gives you a different point of view for each level and, in effect, makes the game twice as big. You can also play a Co-operative mode with a friend or against him in a Duel mode in one of three different locations – the idea here is to take out your opponent first. It's like a deathmatch but at very, very long range.

We hardly need to tell you the, ahem, story. The bad guys have stolen some missiles from somebody and you have to get them back. Character development, emotional conflict, witty dialogue, who needs them when you've got the power to blow someone's head clean off at 100 paces. This time, *Silent Scope 2* should instantly appeal to us Brits. The action begins in London – Tower Bridge, to be precise – and yes it is a lot of fun blowing terrorists into the Thames. We don't stay in London for long, though. As you chase the terrorists, you move onto Egypt and the Swiss Alps among other places around the globe.

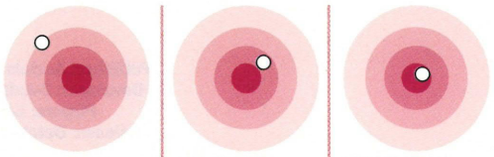
It follows almost exactly the formula of the original – shoot the terrorists, defeat the various bosses and choose a few different routes through the levels. Simple stuff you'll agree, but actually very satisfying to play. However, to make the proceedings a little more interesting, this time round you get to use a couple of new hi-tech sniper weapons, the Thermal Vision Scope and X-Ray Scope. Thermal Vision is used at night in confined areas, while the X-Ray Scope can see terrorists hiding behind walls.

Like the first game, *Silent Scope 2* eschews the light gun found in the arcade version and instead puts all the control on the joypad. Using the analogue stick you move your cross hairs around the screen with the ability to zoom in and out on your target. Even though this does seem to be the only solution to the problem it isn't exactly ideal and you lose something of the novelty of using a 'real' sniper rifle, as you get in the arcade game. Why no G-Con 2 compatibility?

Essentially, *Silent Scope 2* is more of the same. We're still worried about the longevity issue but the inclusion of the two-player game and being able to play the game from different points of view should make this sequel different enough from its predecessor. For those of you who enjoyed the arcade thrills of the first, *Silent Scope 2* will have some calibre. □

ON TARGET? SILENT SCOPE 2: DARK SILHOUETTE

Aside from the extra weapons and sniper views? This latest *Scope* is a straight sequel – but where's the problem with that?



REPLAY VALUE
Two snipers there may be, but it won't last long.

MULTIPLAYER
Could be limited but adds needed depth to the game.

SATISFACTION
Getting a head shot is a sickeningly beautiful experience.

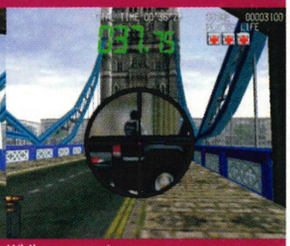
TAKING SIDES

***Silent Scope 2* lets you play the game from two different points of view. This is the first level shown from both snipers' point of view.**

Sniper One starts on the north side of the river.

While Sniper Two approaches from the south.

On to the bridge and more terrorists arrive.



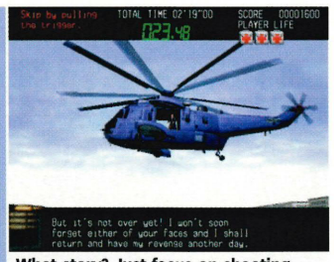
While your partner distracts, you nail 'em.

And there he is. Don't shoot, or you'll lose a life.

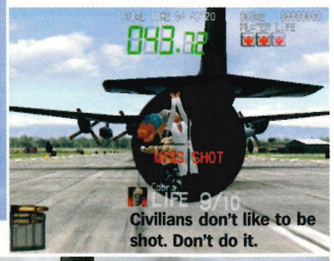
Handsome chap. Er, if you like that kind of thing.

Each boss has his own weak point.

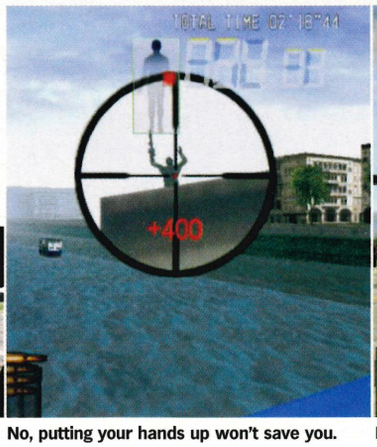
As terrorists try to escape down the Thames, you get to take out their cover.



What story? Just focus on shooting.



Civilians don't like to be shot. Don't do it.



No, putting your hands up won't save you.

Expect the usual mix of dramatic set-pieces and flying hostages.

REG.
TM.
ECK
IMPORTED
BRAUEREI BECK & CO
REG.
TM.
BECK'S
BIER · BEER
BREMEN 1874 · PHILADELPHIA 1876
BREMEN · GERMANY

NORTHERN

WORDS: ADRIAN LAWTON

LOTUS CHALLENGE

GT3 may be top dog among PS2's racers, but if anyone can challenge its supremacy, it's the style and finesse of Lotus.

Publisher: Virgin Interactive
Developer: Kuju
Players: 1-2
Release: 14 September

Being charged with producing an officially-endorsed Lotus game is a big responsibility. As quintessentially English as sipping a scone while scoffing a freshly-baked cup of tea, the sports car manufacturer has a fifty-year heritage in road-based and Formula One vehicles. Anything less than an accurate digital representation of its mechanical masterpieces would be like casting Sly Stallone as James Bond – not cricket.

Developer Kuju seems to be taking the task very seriously and the game has been produced in close co-operation with Lotus, resulting in a comprehensive interactive history of their products. For a nostalgic trip into the motor racing's past, why not hop into the 1957 Elite or the 1962 Elan? Or if it's more contemporary thrills you seek, take a 1980 Espirit or the 1996 Elise for a spin. The individual physics are based on original technical data used during the actual car's design, giving each unique handling and characteristics.

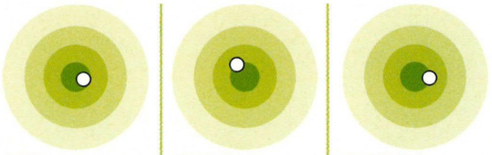
Cars are divided into several classes including A, B, Super and Formula One and each has it's own 'classic' variation. While many of these older vehicles feel painfully slow, competing in the Championship soon gives access to the game's more powerful motors. This consists of a series of races dictated by the class of car you're driving. A total of 15 tracks are staged at five worldwide locations and each is convincingly realised, taking in a typically overcast England, night-time Japanese cityscapes and the searing sunshine of Arizona along the way. A mixture of both imaginary and fictional, each track is rated according to difficulty from Novice, through Pro and onto Champion. The latter of these involve high-speed straights mixed with vicious hairpins and provide a serious challenge.

In addition, *Lotus Challenge* offers a Challenge mode, where you show off your driving skills on the Lotus test-tracks, a reasonable two-player game (though currently sporting unsightly pop-up) and an entertaining Stunt mode (see Lights, Camera, Traction!). One of the most interesting parts of the game though is in the control methods offered. As you'd expect, the left analogue stick is used to steer but in addition to the usual left-right motion, the game also allows the option for the stick to be rotated through 360 degrees as you would a steering wheel. This takes getting used to but is actually fairly effective and gives precise control.

Graphically the game is mostly solid, but there is still work to be done on collision detection. Also, while there are successful reflection effects on the cars, their interaction with the environment is not convincing – at the moment, they have that 'floaty' feel, not really gripping the road. AI needs attention but given that everything is fine-tuned before release, *Lotus Challenge* should earn the honour of sporting the Lotus badge on its bonnet when it goes on sale this autumn. □

ON TARGET? LOTUS CHALLENGE

Sporting a big-name licence and a plethora of classic sports cars, this could well prove a popular rival to PS2's other big racers.



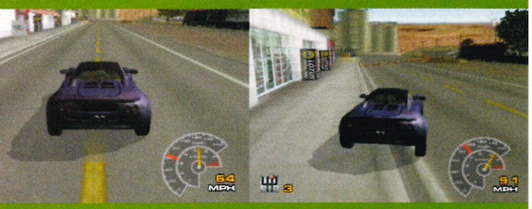
CARS
Packed to the gills with stacks of classic and modern motors.

GRAPHICS
Accurately modelled cars and a good selection of tracks.

LONGEVITY
Championship, Challenge, Two-player *and* Stunt modes.

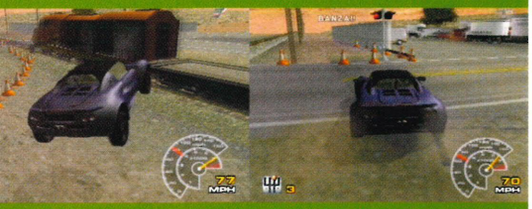
LIGHTS, CAMERA, TRACTION!

***Lotus Challenge*'s Stunt mode offers relief from the track-based antics. Here's a taster from the Hollywood scenarios.**



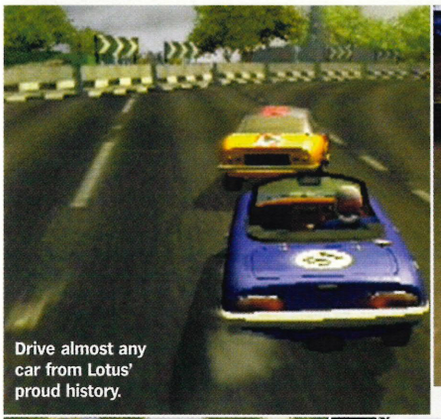
1. Wait for the train to appear on the right hand side of the screen, hit the gas and keep pace with it.

2. Head over to the left to get a good approach angle and make a beeline for that handy ramp...



3. Keep the car upright and aim to jump over the flat-bed carriage that the train is pulling and...

4. Avoiding the telegraph poles, land sweetly to earn serious street cred. Lee Majors? Eat yer heart out!

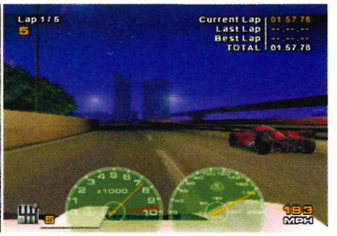


Drive almost any car from Lotus' proud history.

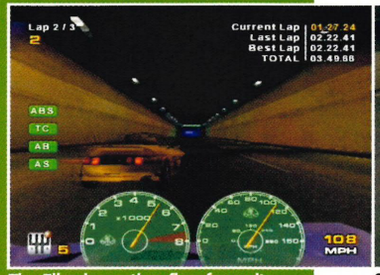
We appear to have rather carelessly lost part of our car. Oops.

Split-screen, two-player heaven.

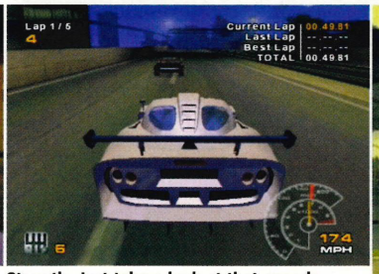
The stylish Elan is an all-time classic.



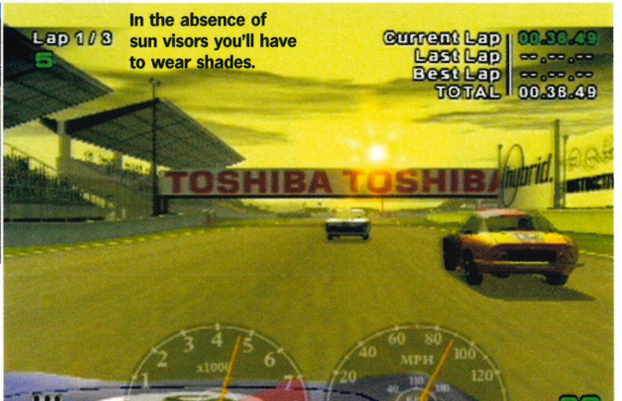
Aahh, Tokyo at night! Luvverly ain't it?



The Elise is another firm favourite.



Strewth. Just take a look at that speedo.



CENSOR

WORDS: NICK JONES

MX 2002 FEATURING RICKY CARMICHAEL

More motocross madness in this month's second offroad biking racer preview.

Publisher: THQ
Developer: Pacific Coast Power And Light
Players: 1-2
Release: September

MX 2002 has it all: racing and stunt shows, indoors and out, and all the jumps and crashes that go with this filthy bike sport. Boasting some 20 tracks, based on real motocross tracks, and all the riders and bikes that you could possibly want. Including the said Ricky Carmichael, up and coming star of the motocross world. There's also a Career mode, where, you guessed it, you create a biker and have yourself a little motocross career, working your way up the ladder to the very top of the sport. You can also just play for kicks in the Freestyle mode and burn around courses pulling stunts.

The most appealing aspect of *MX 2002* so far is that it's an extremely playable title from the outset. There's an arcade leaning in the gameplay with the emphasis on having fun, catching some of that 'big air' and pulling outrageous stunts that would make a certain Tony Hawk proud.

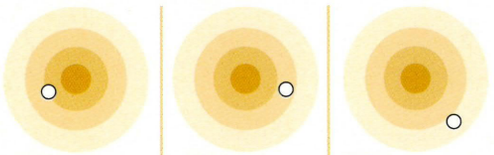
Despite these arcade qualities, there is a surprising amount of subtlety – through various button presses you can open the throttle, give the bike a bit more power to pull wheelies or get an extra push for a big jump. This latter part is pretty important because judging your landing right can be the difference between keeping your momentum or landing on an upslope and losing it. In conjunction with this you can move your bike around in the air to line up with the gradient of the ground, again helping you get that extra bit of speed.

However, missing at present is a satisfactory feel to riding your bike, especially considering the surface you're racing on. When you're racing it should feel like you're fighting against your bike around the corners, trying desperately to keep your back end from sliding out from under you. It's a surprise then that the bike feels a bit sluggish and floats rather than skids – not at all like a bike would react to a loose surface. The physics could also do with a bit of work – collisions are haphazard and your bike bounces around the track rather than jumping and landing in a realistic way. Seeing as the game isn't scheduled for release until September, there should be enough time for the developer to get this stuff right. Oh, and while you're at it we'd like to see some of that mud from the track splat up onto the bikes and the riders – just a small point but it *would* add a bit of realism and this *is* PlayStation 2, after all.

If Pacific Coast can fine tune the handling and sort the physics out a bit then *MX 2002* should be a worthy alternative to the simulation style *MX Rider* (see page 22). It has all the courses, riders and challenges that any budding motocross fan could wish for. Let's just hope that the racing part gets the feel that the rest of the game deserves. □

ON TARGET? MX 2002 FEAT. RICKY CARMICHAEL

Everything you could want from a motocross game but a wee bit rough around the edges at present.



PHYSICS
Needs a bit of work to give it a more 'realistic' feel.

GRAPHICS
Looks like a souped-up PSone title. Huge draw distance, mind.

SKIDS
Not much like racing in mud, more like racing in chocolate.

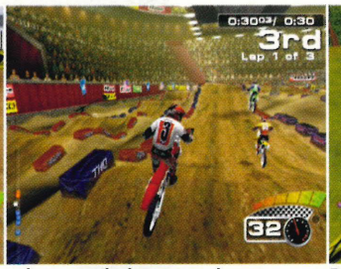
JUMPING THE BUS

Ricky, you are *such* a show off..

As a break from all the pressure of the racing and stunt competitions, there's a Challenge game section where you get to complete various motocross-related posers. Our favourites are the bus jump – yes, Evel Knievel-style, jump as many buses as you can – and a high jump challenge where a continually raising bar must be cleared. Like, how much replay value? Exactly.

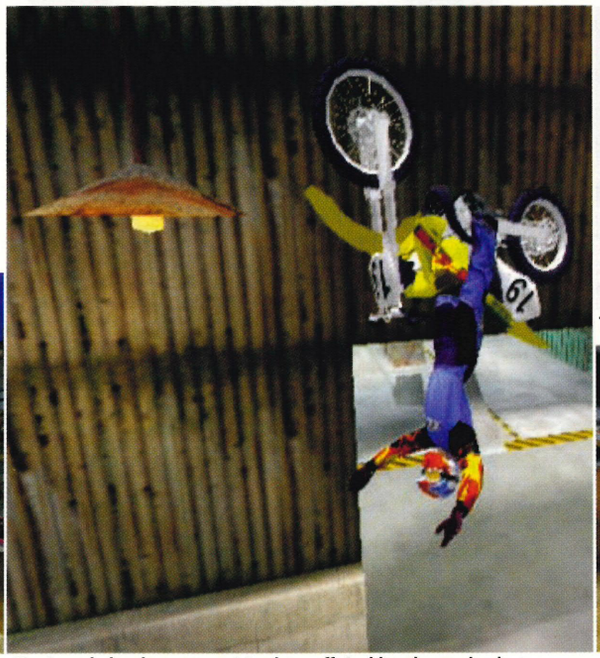
Combining tricks racks up those stunt points.

All that mud and clean riders?



Indoors, tracks have more bumps.

But outdoors, there's more freedom.

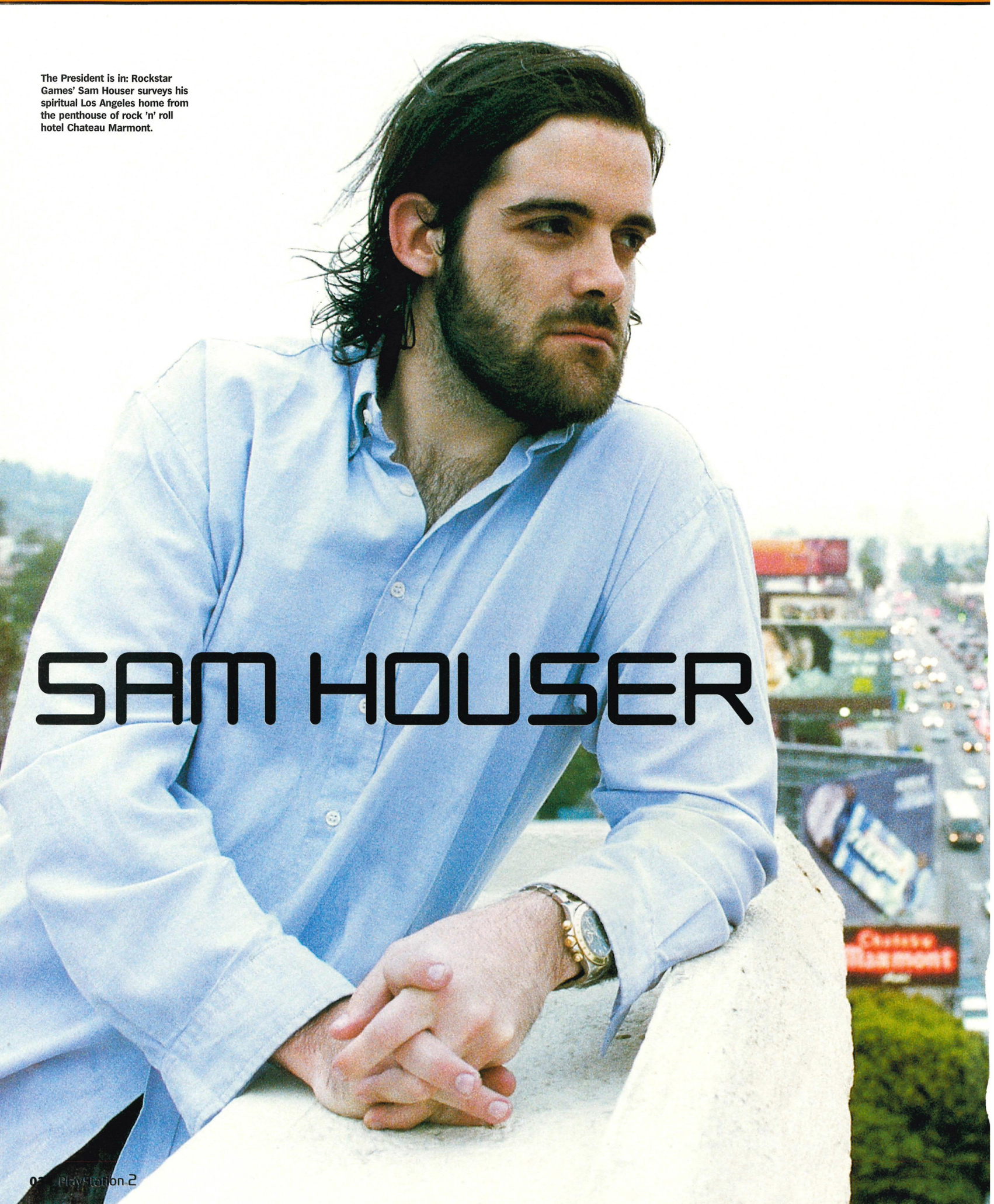


Stunt mode is where you get to show off. And break your back.

Tracks range from the icy mountainsides...

...to downtown construction sites.

TEETOTALLER



The President is in: Rockstar Games' Sam Houser surveys his spiritual Los Angeles home from the penthouse of rock 'n' roll hotel Chateau Marmont.

SAM HOUSER

WORDS: SAM RICHARDS/PHOTOGRAPHY: GAVIN ROBERTS

We got *GTA* on BBC news four times in one night, we had Jeremy Paxman frothing... I realised videogames could be rock 'n' roll

From out of nowhere in 1999 came a bunch of young upstarts calling themselves Rockstar Games. Clutching a bunch of cop-baiting *Grand Theft Auto* sequels in one hand and flicking the bird at industry dinosaurs like Activision and Electronic Arts with the other, they came to make videogame publishing cool. At Rockstar's helm was an outspoken Brit called Sam Houser, rarely seen without Aviators clamped to his face, who went around proclaiming that running club nights was just as important to the Rockstar ethos as making games. Now, with shades off and PS2 hits *Smuggler's Run* and *Midnight Club* already behind him, Houser explains his true, all-encompassing vision for taking games forward.

LOS ANGELES. LESS THE CITY OF angels, more the city of smog, conspicuous consumption, so-sue-me politics and racial paranoia. Then again, over here in West Hollywood, whole industries have been built around extravagant dreams and fantasies that obscure the immediate strife of life. Standing on the balcony of Chateau Marmont's penthouse suite at dusk, it's almost easy to forget that LA is anything but one big playground.

Pointing out exactly where John Belushi sipped his last daquiri is Rockstar President, Sam Houser. As a company, Rockstar has striven to lend added cool cachet to videogames – and few who've enjoyed its entertaining press campaigns for games like *GTA2* can deny it has succeeded – even if it's meant resorting to a little rock 'n' roll cliché. The Chateau's penthouse, itself a rock cliché in a city of rock clichés, is the ideal place for Houser to spell out his manifesto. Some may already have Houser down as a chancer and a cynical self-publicist (probably those shades again) but he's actually a modest enthusiast and full of

praise for his game industry peers. Every manic sentence typically ends with an apology for being "over-excited" and going "off on one". Arriving in videogames via *Get Carter* and Take That, Houser's only real aim is to sire some great software that amplifies the energy and intensity of his favourite movies and music.

You're not from a game coding or design background originally, so how did you get involved with the industry?
Well, obviously, I got involved at a personal level around the age of about five or six. And I think that's relevant because my generation is the first to have really grown up with games all our lives – it's natural for us to think in an interactive way. Professionally, I was working at BMG records from about 1990 onwards. I was an intern while at college and then it turned into a real job.

So is music your first love?
Yes, I was like obsessively into music when growing up. I always wanted to work in music or films or whatever and I think my position now is a testament to the fact that an interest in music and games and toys and stuff can actually lead to something.

Anyway, I was just answering phones at first, then doing a bit of research on the dance music scene, then I started taking photos for the label, but it all changed one day when they said, 'We've got this band we'd like you to meet.' They were the same age as me, from Manchester, they'd had a couple of average singles out but the label thought they were going to be massive. So that's how I ended up hanging out with Take That!

You were Take That's road manager?
Not really. I was kind of chronicling their progress for BMG as it all blew up, taking photos and making documentaries. We would turn up to in-store PAs with one security guard and get swamped by girls. There were police escorts, helicopters, the lot. An incredible time.

What were Robbie and pals actually like?
They were a great bunch of guys. I got to experience the rock 'n' roll lifestyle first hand – Take That didn't f**k about. They had fun doing what they did, at least for the first year or two.

How did you go from Take That and *Back For Good* to game publishing?
It was 1995 and BMG wanted to get into multimedia – before multimedia was a dirty word. BMG Interactive began life as a pretty broad initiative and videogames were lumped in with Internet stuff and CD-ROMs. I was more confident about the games side of things so I ended up becoming a kind of A&R man for game developers, running the International Product Development team.

Did the vagaries of operating within a 'multimedia' division leave you with quite a bizarre range of game product?
It was the first wave of PSone software. We put out *Spider* and *Pandemonium*... actually really boss games but they took too long to release and maybe looked better on paper than they turned out. Then right towards the end of BMG Interactive's life came *Grand Theft Auto*.

I got involved relatively early on because it looked exciting but the American arm of BMG tried to kill *GTA* on three or four different occasions, thinking that a top-down game would never work. Myself and my UK boss Gary Dale viewed it differently. We really believed in [*GTA* developer] DMA Design, we thought the product was daring and different. So *GTA* actually did really well, but BMG were committed to pulling out of the games market by then. That's when a little-known New York company called Take 2 swooped in and offered to take us all to the States. *GTA* had already been sitting in the Top Ten PSone charts for a few months so that was obviously the key factor.

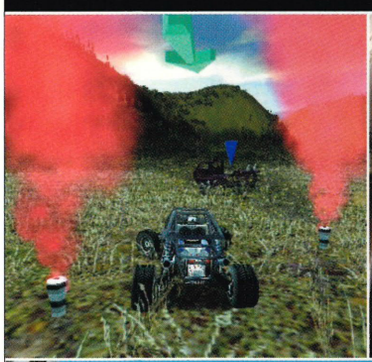
// "The only element of this whole convergence myth that's actually real is videogames" //

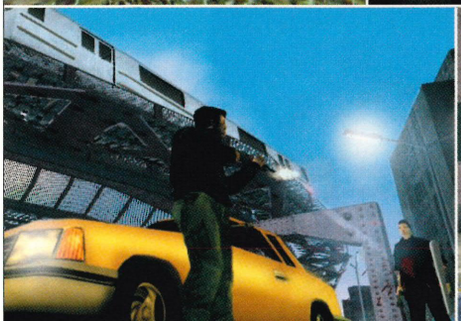
***Grand Theft Auto* was an important game for the whole games industry – it started getting mentioned and referenced in places where videogames had never been before...**
The fact that we did have success with publicising *Grand Theft Auto* across a range of media is part of the reason Rockstar now exists. I remember *Edge* picked up on the game first and its front cover got the ball rolling so we did pay our hardcore game dues... I mean *GTA* was really different and innovative from a gameplay perspective, the stuff about car-jacking and gangsters was just an extra hook. Anyway, I thought the game deserved some serious marketing so that's when we brought in Max Clifford and the rest is history. He got us on BBC news four times in one night, we had Jeremy Paxman frothing... I realised videogames could be rock 'n' roll.

Did you feel any backlash against the hype? Perhaps to the effect that you were dwelling on *GTA*'s controversial subject matter as opposed to the gameplay?
I already felt with *Grand Theft Auto* that irrespective of what we did on the PR and marketing side, we created a f**king cool game. It's

LAW, WHAT IS IT GOOD FOR?

Crime does pay – following success with *Grand Theft Auto* and its spin-offs, Rockstar has perpetuated its portfolio of illegality. Coming up on PlayStation 2 you can look forward to drug-running *(Smuggler's Run 2)*, car-jacking *(Grand Theft Auto 3)*, rioting *(State Of Emergency)* and mass genocide *(Max Payne)*. Mario fans need not apply.





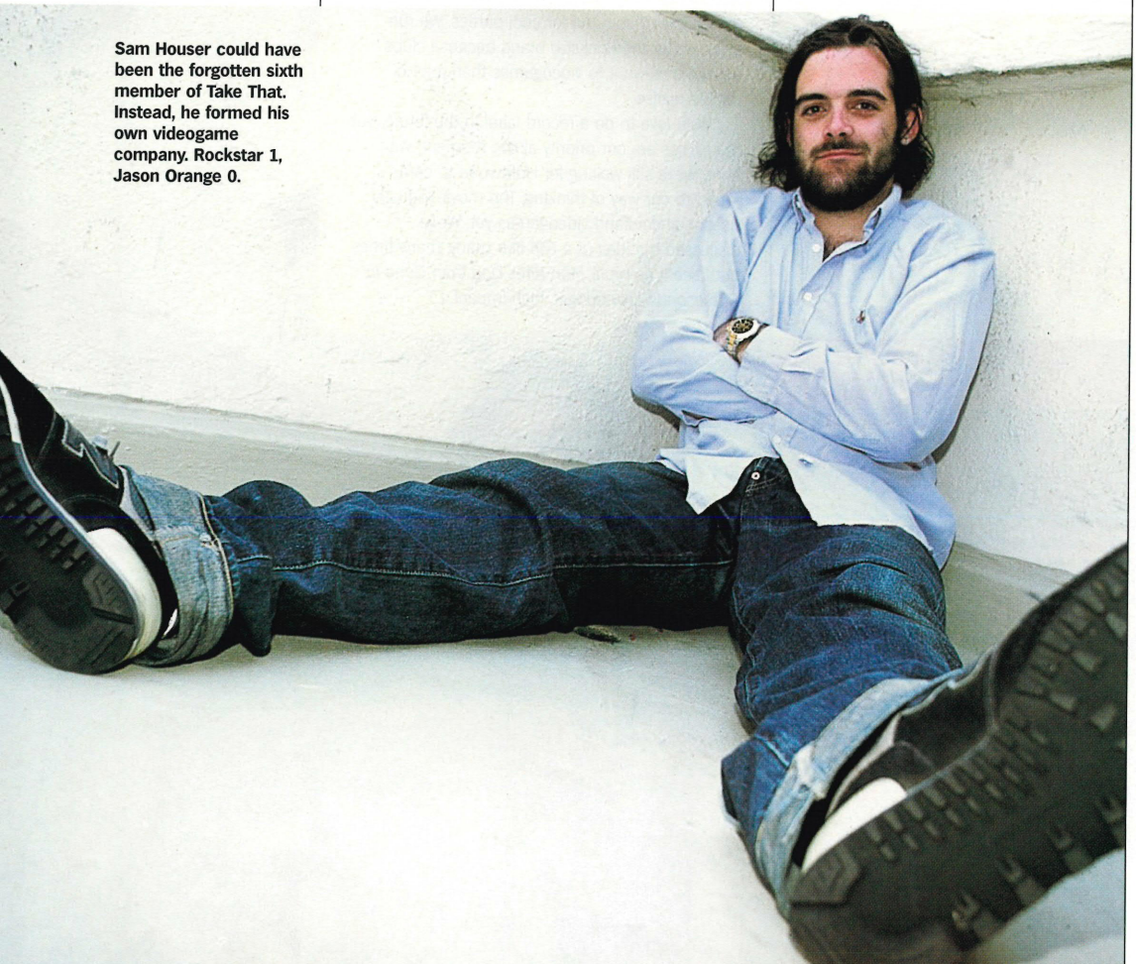
a cool concept – the contemporary toyset. *GTA* was the first game that really had that successful contemporary edge to it, using themes from gangster movies. There was definitely a mature gaming audience out there waiting for that kind of thing, so the game kind of promoted itself.

Do you think game developers have had to radically change their ideas in recent years?
Yeah, when you look back to the old days there were a lot of totally abstract games and it didn't matter because they were fun. But as the technology became more sophisticated and you could start to create more realistic, immersive and colourful worlds, you had to think about filling them with characters that people would actually care about.

Going back to Rockstar, how did the label actually take shape as part of Take 2?
When I came to New York I brought a couple of guys over – a very strong technical guy called Gary Foreman who's now the CTO of Rockstar, and a young producer from the pop video and commercial side called Jamie King [now Development Director]. Then came my long-term friend and partner-in-crime Terry Donovan who's the COO of Rockstar. The idea was to start our own label pouring in everything we had learnt about attitude and identity from our time in the record business. In about January 1999 we came up with the name Rockstar.

We knew we were right at the bottom of the game publishers' ladder so we had to use our energy and our vision for computer entertainment to take us forward. The first great thing we did as Rockstar was *GTA: London*. It was the first game that featured cockney rhyming slang and that's gotta be worth some points.

//"Did you know my Mum was in *Get Carter?* My Mum naked in bed with Michael Caine, that's fking cool"//**



Sam Houser could have been the forgotten sixth member of Take That. Instead, he formed his own videogame company. Rockstar 1, Jason Orange 0.

You hit on the Brit Gangster trend early...
Well I'd always been interested in Brit Gangster films. Did you know my mum was in *Get Carter?* Well she's the main girlfriend, the one you see naked in bed. My mum in bed with Michael Caine, that's f**king cool. She wasn't in too many films after that because I was born, but she appeared in every cool TV series from the *New Avengers* to *Jason King*.

Terry [Donovan]'s Dad was a very famous fashion photographer called Terence Donovan. He was one of the pioneers of British fashion photography, a true Sixties style leader. So Terry and I really felt justified to tear at those influences and we were, like, 'Gotta make a game about it!'

Even though it was in fact just a mission pack add-on, *GTA: London* was actually more successful than the true sequel *GTA2*. Why do you think that was?
Well, now I look back and *GTA: London* actually had a lot more character. *Grand Theft Auto 2* had some really cool things in there but it was just too subtle and there wasn't enough of a leap forward for people – I think that we're addressing that last issue now with what we've got going on in the third game.

Where did Rockstar go to find new games?
Bear in mind that at Take 2 we didn't have tons and tons of money so we were trying to just make it happen with what we had. We did *Thrasher: Skate And Destroy* – which I still f**king love, and I still think is more true to skateboarding than *Tony Hawk's* – and the football game *Three Lions*.

What was Rockstar's route into the next generation of gaming?
The key moment was seeing *Midtown Madness* on the PC for the first time. The technology being used there in terms of a driving game just blew me away, I f**king loved it. At E3 '99 we made a beeline for [*Midtown Madness* developer] Angel Studios and I met up with the CEO, Diego Angel. He's a lunatic genius Columbian and such a wonderful, wonderful character. Being a hot-blooded wildman, he really understood our attitude and we managed to rapidly cultivate an amazing publisher/developer relationship.

This was just around the time that PS2 development was starting up and I found out Angel Studios was actually doing R&D for Sony so it had the fast-track to PS2. So that's how we got together for *Smuggler's Run* and *Midnight Club*.

What's your process for going out and finding exciting new games and new star developers?
It's tough, because there's so much money involved in developing a game now, much more than was required to develop a PSone game. We've tried to ally ourselves with a few developers we know and trust. We now own DMA, which is currently 55 people based in Edinburgh. Ourselves and DMA have been through a lot together – without going in to all the detail, there was a point where the situation was so f**ked up that DMA almost disappeared forever, but we rebuilt the company around the core talent. Eighteen months ago our acquisition of DMA could have been a huge write-off, this October we'll be shipping *GTA3* which looks amazing.

We've been working with VIS on *State Of Emergency* for three years. This was the brainchild

of another Scottish wildman Chick [real name Stewart Waterson] who originally worked on *GTA1*. He said 'I've got this great idea, it's a f**king riot game!' So obviously I'm the man to talk to about a riot game. And after numerous changes of direction I think we've got something special. People have been freaking out about *State Of Emergency* at this year's E3.

We're bringing *Max Payne* to PlayStation 2 and then we're looking at console versions of *Duke Nukem Forever* which is an amazing game – five years in the making, but it's worth it. We're looking at a new version of *Thrasher*... there's a ton of new ideas kicking about but at the moment it's about execution and making our existing products as great as they can be.

What's your favourite thing about *Grand Theft Auto 3* at the moment?
Wait until you see the mission briefings. In the previous games you just got boring, old-skool text briefings but in *GTA3*, they're all done through cut-scenes. And not just cheesy, pre-rendered cut-scenes either – we storyboarded the scenes and had actors perform them in motion-capture suits before transferring the data to the game engine. It looks bloody incredible. Then we've got a bunch of great actors to voice the part. They're famous but we can't say who they are because if we use their names we've got to pay them a lot more money. I just wanted them for their voices [goes on to mention a slapheaded *Matrix* and *Sopranos* star, a *Reservoir Dogs* hardman, and a veteran rapper famed for jazz crossovers].

The music for *GTA3* is stunning. We're doing more stuff with Moving Shadow, we're licensing tracks from my dub hero The Scientist and Giorgio Moroder's *Scarface* soundtrack. The whole radio stations thing is going to be expanded, you can even pick up talk radio now. We're close to what we wanted to achieve from the beginning with *GTA*, that is a living, breathing city.

Your major brands are *Grand Theft Auto, Smuggler's Run, Midnight Club* and *State Of Emergency*. Why the obsession with breaking the law?
Middle class people with authority problems? Yeah, guilty as charged! There's something very aspirational about criminals, I don't know what it is, but look at movie history. Criminals are sexy. I'm not talking about murderers and rapists but over-the-top London characters. I met [great train robber] Norman Parker once and he was completely fascinating.

We don't put crime in our games to shock. We do it because that's what we know from watching films and listening to hip-hop. We didn't choose illegal street racing for *Midnight Club* simply because it was illegal, we just thought it was the coolest form of racing out there because guys love tuning their hotrods.

//"I know that it looks like we're an absolute bunch of shock jocks, but we're really not"//

I know that it looks like we're an absolute bunch of shock jocks, but we're really not. There's different stuff coming down the pipe. I'm interested by music creation games right now... We know that the Rockstar brand is broader than law-breaking games.

Is Rockstar really a complete entertainment brand or just a clever way of marketing videogames?
Well you know how the word at the moment is 'convergence', and to me that's just another way of saying multimedia. But the only element of this whole convergence myth that's actually real is videogames. Games show off how all these different media can work together, so games are as good a place to start as any. Rockstar is committed to quality audio – music is such a powerful stimulus within the gaming experience that it can't be an afterthought. Music is still under-used in games and we're trying to take it to the next level, getting cool musicians involved at an early stage of development, having a proper score as opposed to just licencing tracks.

What's the latest on the club nights or the Rockstar record label?
We still periodically host loft parties in Manhattan. For various reasons New York nightlife is pretty slow of late *[Um, The Strokes? Anyone? – Ed]*, so there's lots of demand for cool parties. We run them under the Rockstar brand because clubs are more relevant to videogames than a lot of people realise.

We'd love to do a record label in the future, but the games are our priority at the moment. With films, we're still waiting for Hollywood to come round to our way of thinking. The movie industry doesn't understand videogames yet. We've discussed the idea of a *GTA* film many, many times but I see it as more *Man Bites Dog* than *Gone In 60 Seconds*. Low budget, high impact. □

CURRICULUM VITAE

Name: **Sam Houser**
Nationality: **English**
Date of birth: **3/11/1971**
Birthplace: **London**

1990 - 1995	BMG Records, worked with everyone from Take That to David Bowie
1995 - 1998	BMG Interactive, Producer for games such as *Pandemonium* and *Grand Theft Auto*
1998 - 1999	Take 2 Interactive, Producer
1998 - Present	Rockstar Games, founder and President, commissioned games such as *GTA: London, GTA2, Smuggler's Run, Midnight Club*

Favourite games: ***Jetpac, Summer Games, Wave Race, Speedball 2, Metal Gear Solid, PaRappa The Rapper, Duke Nukem 3D***
Favourite films: ***Fast Times At Ridgmont High, Scarface, Goodfellas, Get Carter, Straw Dogs, The Warriors, Less Than Zero, Bruce Lee In New Guinea***
Favourite Directors: **Sam Peckinpah, Michael Mann, Oliver Stone, Stanley Kubrick, Alfred Hitchcock**
Favourite bands/musicians: **Grand Funk Railroad, Giorgio Moroder, AC/DC, Small Faces, Gang Starr, Rick James, Phil Collins**
Favourite book: ***The Great Gatsby***
Ultimate Role Model: **Don Simpson**

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next month
in the september issue of

PlayStation.2
OFFICIAL MAGAZINE-UK

DEUS EX

THE WINNER OF LAST YEAR'S GAME OF THE YEAR BAFTA AWARD, CAN DEUS EX MAKE THE TRIP FROM PC TO PS2? NEXT MONTH, OPS2 BRINGS YOU THE LOWDOWN ON IONSTORM'S TECH-NOIR SHOOTER

MAG CONTENTS

OPS2 HEADS TO YUKES' TOKYO HQ FOR THE INSIDE TRACK ON **WWF SMACKDOWN! 'JUST BRING IT!'**

CAN A FOOTBALL GAME EVER HOPE TO BEAT ISS? EA SPORTS REVEAL HOW **FIFA 2002** IS SHOOTING ON SIGHT

THE KING OF IRON FIST IS BACK... ALL THE LATEST NEWS FROM THE OFFICIAL LAUNCH OF NAMCO'S **TEKKEN 4**

PLUS: SILENT HILL 2 PREVIEW/**OFFICIAL GT3 GUIDE**/SPYRO THE DRAGON/**DVD REVIEWS**/FREAKOUT!/**MORE**

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DARK CLOUD
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Meet Mr JC Denton – nanotechnology-enhanced hero of *Deus Ex* and cover star of next month's *OPS2*.

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SPY

EDITED BY JAMIE SEFTON

headliners

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THE KING OF IRON FIST IS BACK!

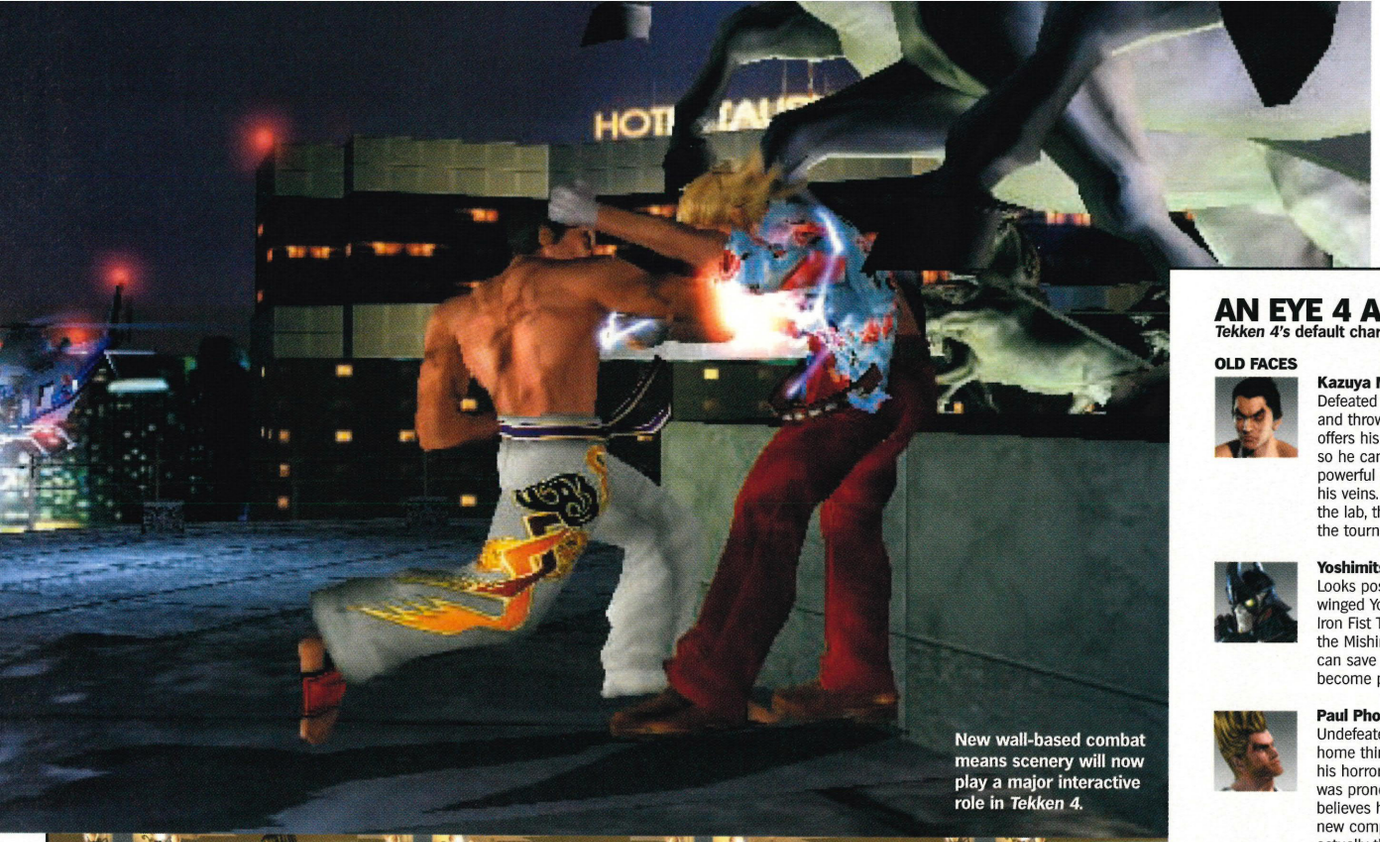
Exclusive! *OPS2* has *all* the details on Namco's latest beat-'em-up blockbuster – *Tekken 4*!

FIGHT FANS HAVE been waiting a long time for information on the next instalment in the best-selling *Tekken* beat-'em-up series – now that excruciating agony is finally over. Namco has announced the completion of the arcade version of its new fighter, *Tekken 4*, which will start kicking and punching its way into select Japanese arcades towards the end of July. As the game utilises the Sony/Namco System 246 architecture based on PlayStation 2 hardware, you can be absolutely sure that the *Tekken 4* console conversion due in March/April 2002 will be nigh-on perfect.

Although last November's *Tekken Tag Tournament* may have done something to quell the appetite of brawl-hungry gamers, the lack of new characters left hardcore fans somewhat disappointed. No such worries this time around. *Tekken 4* will be a true sequel to *Tekken 3*, with old favourites such as Yoshimitsu and Marshall Law rejoining the fray alongside newcomers including the British middleweight boxing champ Steve Fox (originally Dean Earwicker) and granddaughter of Eddy Gordo, Christie Monteiro (see An Eye 4 An Eye, next page).

The game's labyrinthine story begins with *Tekken* bad-boy Heihachi Mishima's attempts to become all powerful by splicing Ogre's DNA with his own. However, his scientists have realised that this is impossible without the mysterious 'Devil Gene' present in Jin Kazama, the possessed fighter who disappeared after winning the last tournament. While searching for Jin, Heihachi stumbles upon photographic evidence that the mysterious G Corporation has also been tinkering with evil genetics. Not only that, but it has extracted data from the corpse of his hated son Kazuya, whom Heihachi cast into a volcano twenty years earlier. With

New character Craig Marduk looks like he's already had a run in with 'Iron Mike'. (See page 59 for news of *Mike Tyson's Boxing*.)



New wall-based combat means scenery will now play a major interactive role in *Tekken 4*.

The new counter moves mean that even a fighter backed into a corner can quickly recover and put his opponent on to the back foot.

his crack Tekken army, Heihachi storms the company's Nepalese laboratory to retrieve his son's genetic material, only to find that Kazuya is alive, having already been cloned by the G Corporation! The revived Kazuya is furious that his father has ruined his own plans to discover the terrifying truth of the devilish tendencies within his newly resurrected body, so he obliterates Heihachi's Tekken soldiers, destroys the lab and escapes. Heihachi decides to entrap his wayward offspring by announcing The King of Iron Fist Tournament 4, with the top prize being his Mishima Zaibatsu financial empire, an offer that Kazuya can't resist – a chance to finally defeat his father. The deadly competition begins, drawing other *Tekken* characters into the fray and giving them a violent opportunity to settle their own ancient scores. Fight!

Tekken 4 has a revamped play system *not* based on 'tagging', that includes several exciting changes. The first is the addition of 'walls' – physical barriers such as statues or trees that players can use to smash opponents into or pull off devastating combos while they lie helpless on the ground. The second is the nifty ability to change your character's position if they're trapped in a corner – basically, this is a counter-attack move that means players can spring into a surprise attack from a seemingly weak position in a fight. The third is the decision to include side moves, meaning that players not only have forward and back moves, but a full 360 *degrees* circle of movement around opponents, bringing in an unprecedented amount of freedom during bouts. Namco's gameplay overhaul has ensured that *Tekken 4* will have plenty for hardcore followers of the series, but also enough new characters and moves to bring in a different generation of beat-'em-up addicts, previously wooed by Tecmo's *Dead Or Alive* or Sega's *Virtua Fighter* series.

//Players can suddenly spring a surprise attack from a weak position//

All this action is wrapped up in some of the most beautiful graphics ever seen in a videogame, thanks to the advanced and powerful PS2-compatible System 246. From crisp, beautifully-realised tropical forest environments alive with gently swaying trees, to dark, urban skyscrapers guarded by distant helicopters, *Tekken 4* is a thrill for the eyes. An expanded cast of smoothly-animated characters populate this virtual world, displaying an amazing variety of fighting moves and combos, clashing limbs with loud vocal outbursts and peppering the screen with explosions of colour.

Battle-ready gamers will have to thrash *Tekken 4* in the arcades for now, but PS2 owners will only have to wait until next spring for a conversion to hit their console. We'll bring you more next issue. □ **JS**

The new 360° movement adds greatly to the game. Check out www.namcoarcade.com/tekken4 for more.

AN EYE 4 AN EYE

***Tekken 4*'s default character line-up**

OLD FACES

Kazuya Mishima
Defeated by Heihachi 20 years ago and thrown into a volcano, Kazuya offers his body to the G Corporation so he can discover the secrets of the powerful devil blood flowing through his veins. After Heihachi's invasion of the lab, the now-cloned Kazuya enters the tournament to kill his father.

Yoshimitsu
Looks positively terrifying, but the new winged Yoshimitsu wants to win the Iron Fist Tournament 4 and therefore the Mishima Zaibatsu fortune so he can save his Mangi people, who have become poverty-stricken refugees.

Paul Phoenix
Undefeated in *Tekken 3*, Paul returns home thinking he's champion, but to his horror discovers that Jin Kazama was pronounced winner. No-one believes his story so he enters the new competition to prove that he is actually the true champion.

Hwoarang
Conscripted into the Korean army, Hwoarang excels in many missions utilising his advanced Tae Kwon Do skills, but he soon becomes restless. His wish to fight the missing Jin Kazama again drives him to go AWOL from his army commitments and head for the tournament.

Marshall Law
After *Tekken 3*, Marshall sets up a Chinese restaurant chain that does well in the US (no, really), but his son Forrest runs away from home and his business falls into ruins. The new tournament gives Marshall renewed vigour and he vows to win the main prize to regain his fortune.

Ling Xiaoyu
Xiaoyu was studying at the Mishima College until she received a strange email telling her that she was in danger from Heihachi. Thinking the message could've been from Jin, she enters the tournament in the hope of catching up with and finding the truth behind the message.

King
King is entering the tournament for revenge. He wishes to fight the man (Craig Marduk?) that killed his foster father and mentor Armor King in a bar brawl by persistently kicking him after he fell to the ground.

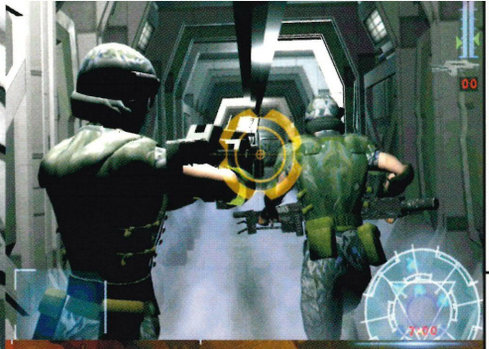
NEW FACES

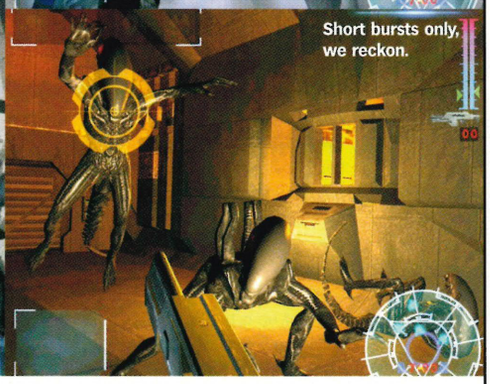
Christie Monteiro
College graduate Christie joins the Iron Fist Tournament 4 in the hope of finding her grandfather Eddy, who is out to avenge his father's death by killing the devilish Kazuya.

Steve Fox
Forced to flee from London because he refused to take a dive in a fight rigged by the Mafia, this supremely talented British boxer is also entering the King of the Iron Fist Tournament 4, with the aim of continuing the search for his real parents who abandoned him as a child.

Craig Marduk
A vicious Vale Judo fighter who ended up in a bar fight with over 30 drunks, killing one of them. After spending two years in jail, he is unexpectedly offered bail by a mysterious benefactor and given a flight ticket to the tournament.

What is that thing? Some questions are best left unanswered.





Short bursts only, we reckon.

THE NEW BREED

Everyone will hear you scream when you play *Aliens: Colonial Marines.*

HR GIGER CREATED THE most terrifying sci-fi creature ever to stalk the human race and now it's about to burst out of PlayStation 2. *Aliens: Colonial Marines* is the first next-gen title to feature the face-hugging, acid-for-blood Xenomorphs featured in the four successful feature films starring Sigourney Weaver.

This stunning first-person shooter developed by Fox Interactive is set just after *Aliens* and stars a gung-ho squad of marines sent to the LV-426 colony to discover why the last army unit disappeared without trace. The soldiers soon find out the horrifying truth and have to survive by battling against hordes of nightmarish monsters as well as completing over 20 missions in five locations that include the home planet of the Aliens themselves.

Players take control of a unit containing four soldiers whose differing skills can be utilised collectively to help solve puzzles, rescue comrades and set lethal traps for the Alien vermin. Heavy weaponry is in plentiful supply with grenades, pulse rifles and flame-throwers the de rigeur equipment for any futuristic marine trapped in a claustrophobic, ooze-filled foreign environment.

However, there's one element that's going to make *Aliens: Colonial Marines* stand apart from the FPS competition – atmosphere. Possessing much of the brooding pace of *Alien Resurrection* on the PSone, the game creates an excruciatingly tense, frightening world with gorgeous visuals and animation, plus all the original movie sound effects of alien screeching, guns blasting and that heart-stopping 'blip' of the scanner as it suddenly detects movement. *Aliens: Colonial Marines* is scheduled for a March 2002 release through EA – more gory details as they appear... ☐ **JS**

BLUE LINES

At last! The first PS2 price cut due to European exchange rates has seen machines go on sale for £269.99 ›› *Dead Or Alive* developer Tecmo has announced plans to release a survival horror game called *Project Zero* in Japan next Spring. No word on whether it'll reach the UK yet ›› THQ has acquired the worldwide rights to the geeky tabletop fantasy game *Warhammer 40k*

DOUBLE YOUR MONEY

OPS2 gets exclusive details on *Who Wants To Be A Millionaire 2nd Edition.*

It could be you! Mr T gets to be the PS2's first virtual celeb.

***WHO WANTS TO BE** A Millionaire* has been a huge success. A top-rated TV programme the world over and a lucrative videogames spin-off that has become the fastest-selling title in the UK, impressively shifting over one million units on PSone. Now Chris Tarrant is on his way to the PlayStation 2 with a brand new next-gen sequel, *Who Wants To Be A Millionaire 2nd Edition.*

"While the PSone title will continue to use 2D graphics, the PS2 game will be created entirely using real-time 3D," says Executive Producer Martin Alltimes. "Although *WWTBAM* isn't the most likely candidate for cutting-edge technology, the format of the show is going to allow us to produce highly detailed 3D models and effects." In practice, this will mean a complete virtual studio and audience, plus a lip-synched virtual Chris Tarrant, who has been digitally mapped into the game with 'Eyetronics' software.

A major criticism of the PSone game was the often-slow loading times between questions. For the PS2 version, Alltimes and his team are concentrating heavily on eliminating the lengthy pauses that interrupted imaginary fortune-seeking gamers' enjoyment of the title. *Who Wants To Be A Millionaire 2nd Edition* will also pack in over a 1000 new questions and, of course, all those classic music and graphics from the Celador show. Publisher Eidos anticipates the game will be conveniently released just before Christmas. A guaranteed number one? Are you sure? Yes, quite sure, Chris. ☐ **JS**

SPY

LIST

Five of the best PS2 power-ups – which is the most destructive?

›› Quad Damage

You just know that internal organs are going to be decorating dungeons as soon as the dark, demonic voice announces you've discovered this *Quake III Revolution* psycho pick-me-up. Can reduce the toughest of opponents to a viscous mass of exploded matter with one deft flick of a finger.
7.5 on the Richter Scale

›› Rumble

Ready 2 Rumble Round 2 understands that merely punching Bill and Hillary's lights out isn't entertainment enough for today's thrill-hungry public. No, *R2RR2* has three levels of 'Rumble-meter' that charge up with successful hits. Unleash an ultimate Silver Rumble attack and you'll knock your opponent out of the ring.
6.8 on the Richter Scale

›› Fire

Midway's *NBA Hoopz* has a red hot power-up that can burn the rim-dodging opposition. Score three baskets in a row without the other team getting a look-in and you set the basketball ablaze, enabling spectacular slam dunks that'll make the Harlem Globetrotters spill their beans with envy.
1.2 on the Richter Scale

›› Trick Boost

In the icy PS2 classic *SSX* there's a fabulous Trick Boost waiting to be snaffled by a speed-hungry snowboarder. With the aid of this marvellous gravity-defying invention, gamers can pull off delightful tricks such as the 1080 Mutation To Late Sinful Indie without having to gain huge air.
3.4 on the Richter Scale

›› The Tornado

Rumble Racing doesn't do anything by halves. Along with your run of the mill speed boosts and bombs, there's a modest looking power-up that unleashes a twister of biblical proportions. Pretty soon, it's raining opposition cars yet your outlook is sunny and clear all the way to the finish.
8.9 on the Richter Scale

Five games that should have power-ups

FIFA 2001
Charge your player's anger meter to pull off a violent barrage of fisticuffs and career-ending neck-high tackles.
Silent Scope
A hidden super-powered machine-gun allows gamers to take care of any terrorists, plus any other living thing within a five mile radius.
Donald Duck: Quack Attack
How about a *real* quack attack? Witness Donald in a kill-frenzy, biting fleshy chunks out of other character's faces.
Space Ace
An in-game power-up automatically destroys the game and shoots the broken CD into the nearest bin.
Rugby
A superb power-up that changes the "egg" into a football, removes a few players and places a net on the posts.

SPY

UNIVERSAL APPEAL

Dinosaurs, mummies and bandicoots dominate Vivendi-Universal's PS2 line-up.

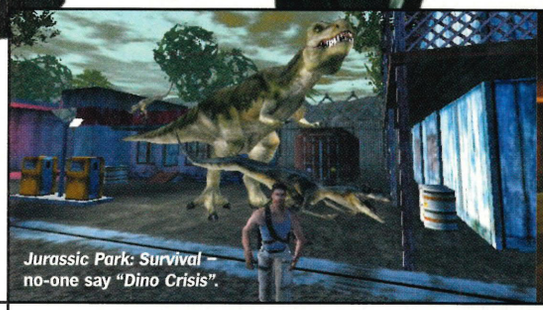
THE INTERACTIVE ARM of top film company Universal Studios is in the process of publishing two PS2 titles based on modern big budget film licenses – *Jurassic Park: Survival* and *The Mummy Returns* – as well as the PS2 debut for Crash Bandicoot in *Wrath Of Cortex*.

First up is third-person dinosaur action epic *Jurassic Park: Survival*, inspired by the latest *Jurassic Park III* movie and developed by new US company Savage Entertainment for release this November. As David Vaughn, players have to survive the terrifying attention of prehistoric predators and defeat a group of terrorists attempting to smuggle dinosaur DNA off the notorious fantasy island. Expect puzzle-solving, a modicum of stealth, spine-tingling tension and several major gun battles against gorgeously-detailed Raptors, Compys, T-Rexes and Spinosaurs.

Universal's second title for release this winter centres on the unwelcome reappearance of that tightly-bandaged, lurching baddie Imhotep and his undead armies in the videogame version of box-office smash, *The Mummy Returns*. The game has voiceovers from the film's cast and gives players the bizarre choice of completing this third-person adventure as either the hero Rick O'Connell or architect of all the evil mayhem, the arch-mummy himself, Imhotep.

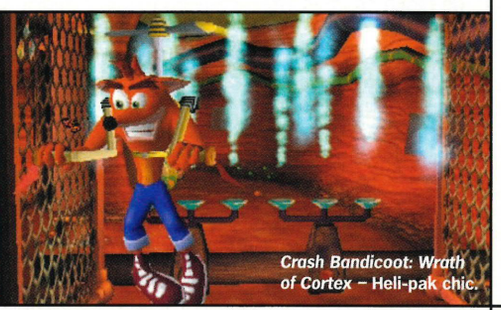
Crash Bandicoot: Wrath Of Cortex is the company's other major title, appearing on PS2 in November. Traveller's Tales has developed a massive world packing over 30 colourful cartoon-y levels set in areas such as tropical jungle and labyrinthine caves of fire, with Crash and sister Coco able to zip about in fantastic vehicles including a Mini-Scooter and Heli-Pak.

We'll have more information on all these exciting launches as well as a few surprises next month as *OPS2* reports on location from the Universal Studios Port Aventura Theme Park in Barcelona. ☐ **JS**



***Jurassic Park: Survival* – no-one say "*Dino Crisis*".**

***The Mummy Returns* – shoot and his arm breaks.**



***Crash Bandicoot: Wrath of Cortex* – Heli-pak chic.**

BLUE LINES

You gotta believe! The new *PaRappa The Rapper* Japanese Web site supporting the forthcoming PS2 game has gone live. Check out www.parappa-the-rapper.com ›› *Freakout* developer Treasure is working on a manic shoot-'em-up entitled *Ikaruga* for the Japanese arcades – expect confirmation of a PS2 conversion soon ›› *PlayStation 2* is taking over the planet! Sony's cool console has already reached 13 million units sold worldwide, with combined PSone/PS2 sales in excess of 100 million. Now, where'd I put those shares...

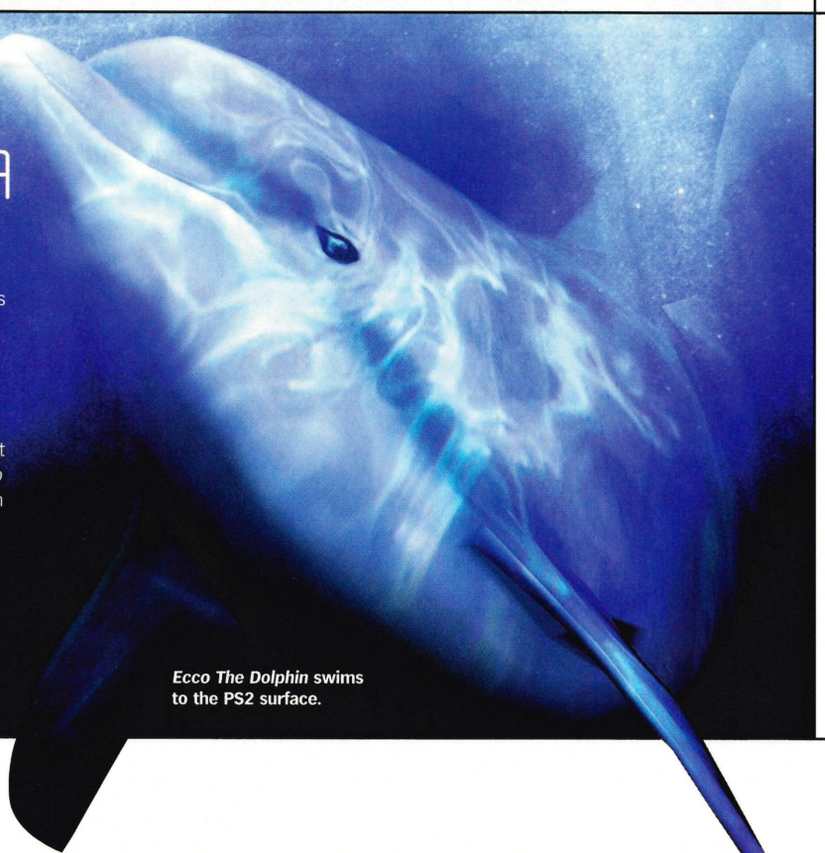
SONY SNAGS SEGA

Sega's first batch of new PS2 titles are coming soon.

THE RELATIONSHIP BETWEEN Japanese game giant Sega and our best mate Sony continues to blossom as it has now been announced that SCEE will be publishing Sega games in Europe for the foreseeable future. The publishing agreement constitutes seven named games: *Virtua Fighter 4* and *Ferrari F355 Challenge* from AM2; *K-Project* and two *Space Channel 5* games from United Game Artists; *Ecco The Dolphin* from Appaloosa; and *Headhunter* from Amuze.

Ecco The Dolphin will not be a direct port of the Dreamcast version as first thought. Instead, Hungarian developer Appaloosa has taken on board criticisms made of the Dreamcast game in order to provide a new-and-improved update for PS2. In response to claims that *Ecco The Dolphin* was too hard and that objectives were too obscure, a more straightforward system of mapping the game's marine levels is being developed. Each stage will be more densely populated than before and it's likely that the clues doled out by fishy friends will be a little more direct. The graphics – already impressive for a Dreamcast game – will also be given a PlayStation 2 makeover.

The first of these games likely to see a release is the bizarre and beautiful *K-Project*. However, the original *Space Channel 5* may soon disappear from the release schedule unless UGA top bod Tetsuya Mizuguchi can get the game re-translated to his tastes (see page 50 for the full *Space Channel 5* story). ☐ **SR**



***Ecco The Dolphin* swims to the PS2 surface.**

Expect *Dune* to be an adventure game, and not a version of PC smash *Dune 2* – the game credited with creating the real-time strategy genre.

THE CRYO GAMES

We know all there is to know about the French PS2 publisher...

GAMES PUBLISHER CRYO is set to release a series of PS2 titles over the next six months including *Jekyll And Hyde*, *Dune*, and *Zorro*. Little has been heard of Gallic developer since the launch of the console last year but with this new line-up of promising games and a new distribution partner (Acclaim) Cryo is orchestrating a full-scale assault on the next-gen machine that has already begun with innovative (if slightly bonkers) platformer *Gift*. See our review on page 104 for more.

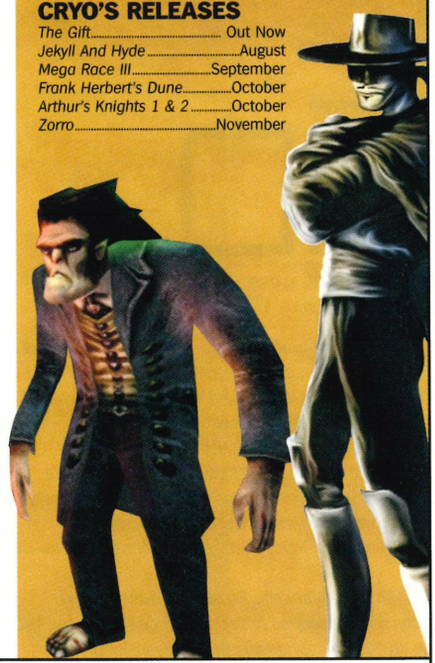
Dune is based on the sprawling sci-fi epic novel by Frank Herbert which was later adapted for the big screen by David Lynch. However, rather than being some PC-style real-time strategy title as you might expect, this game is a third-person action adventure. As the film's hero Paul Atreides you must unite and organise the mysterious Fremen people to defeat the Harkonnen tribe, control the production of valuable 'Spice' and hopefully bring water to the giant worm-infested desert planet of Arrakis.

The swashbuckling *Zorro*, meanwhile, is a stealth/adventure game in the mould of *Tenchu 3* with eight missions stuffed with daring sword duels, dangerous traps, romantic dalliances and exotic locations. Cryo has high hopes for this blade-flashing title being developed by In Utero which is also in the process of turning the story of *Jekyll And Hyde* into a videogame. A spine-chilling adventure based on the classic novel set in Victorian London, gamers have to control both good and evil alter egos of the main character by consuming a powerful potion.

Other titles on their way to PS2 are *WipEout* rival *Mega Race III* and the medieval romp *Arthur's Knights*. *OPS2* will have more details on all of Cryo's brand-new games in the coming months. Check out the expected release dates to the right. ☐ **JS**

CRYO'S RELEASES

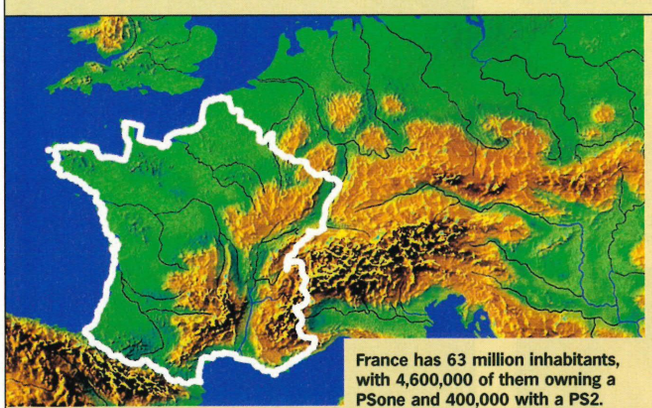
The Gift	Out Now
Jekyll And Hyde	August
Mega Race III	September
Frank Herbert's Dune	October
Arthur's Knights 1 & 2	October
Zorro	November



NEWS OF THE WORLD

THIS MONTH: FRANCE

VIDEOGAMING ON A GLOBAL SCALE



France has 63 million inhabitants, with 4,600,000 of them owning a PSone and 400,000 with a PS2.

Launched on the 24 November 2000, with only 50,000 units available, the PlayStation 2 sold out of stock almost immediately causing infamous riots in a Paris Virgin Megastore.

Despite the cost of 2990 FF (£277), Gallic PlayStation 2 addicts wanted their fix of *Tekken Tag Tournament* and *SSX*. Currently, French sales of the PS2 stand at around 400,000 units, with gamers eager for the release of SCEE's sublime driving simulation *Gran Turismo 3: A-spec* – c'est magnifique! ☐ **JEAN-MARC DEMOLY**

Top 10 French PS2 games

1.	SSX
2.	ZOE
3.	FIFA 2001
4.	F1 Racing Championship
5.	Sky Odyssey
6.	Tekken Tag Tournament
7.	Quake III Revolution
8.	Star Wars: Starfighter
9.	Shadow Of Memories
10.	Crazy Taxi

Chart source: GFK (May 2001)

FIVE AMAZING FACTS ABOUT FRANCE

1. A whopping 55 kilos of bread are eaten by each French person every year.
2. The total turnover of the French videogame market in the year ending 2000 was 5.5 billion FF (£500 million).
3. The top selling PlayStation game in France is *Gran Turismo*, with over 850,000 copies sold.
4. In excess of 1.4 million *Tomb Raider* games have been sold in France.
5. An impressively massive 13 million videogames were sold to French punters during 2000. Ça jeu pour moi!

gallery

The latest screens from the latest games...

DEUS EX
Publisher: Eidos
Release date: Autumn 2001

Deadly conspiracies threaten the world in this dark, futuristic FPS from the mind of *System Shock* and *Ultima* creator, Warren Spector. More next month in our exclusive cover report.

ROCKY
Publisher: Rage
Release date: TBC 2002

Monosyllabic action icon Sly stars in this officially-licensed PS2 boxing game based on the *Rocky* films. Sweat, grunt and punch your way to the top by beating nefarious opponents.

TRIBES 2
Publisher: Universal
Release date: Winter 2001

A PS2 conversion of the incredibly popular PC team-based first-person shooter. Although the first release is offline bots-only (wahey!), gamers will eventually be able to team up with friends and frag online.

DRIVEN
Publisher: BAM!
Release date: November

Yet more Stallone videogame action in a crash 'n' smash driver based on the upcoming Hollywood blockbuster. Players speed around international tracks, taking part in a Stallone-voiced Story Mode.

BLUE LINES

Midway is set to release a brand new arcade-style four-on-four ice hockey game entitled *NHL Hitz 20-02* this Autumn. No release for *NFL Blitz 20-02* though. Shame ›› SIMS, who produced *Sega Bass Fishing* in close association with Sega, has announced plans to develop PS2 titles ›› Rockstar Games has produced a new Web site for their upcoming *Smuggler's Run 2* driving adventure. Visit www.rockstargames.com/smugglersrun2 for more ›› *Ape Escape 2001* will feature 2001 monkeys! Your job is to suck their pants off..

SPY

Hero Yagyuu's nemesis for *Onimusha 2* – the evil Nobunaga.

FAKING THE DEAD

Onimusha 2's Tokyo announcement raises eyebrows.

THE POSSIBILITY OF an *Onimusha* sequel was never in doubt – Keji Inafune spoke of it way back in *OPS2* issue #02 and *Onimusha: Warlords* even included a preview movie for the game. The big question for fans of the game was – who would take the place of Takeshi Kaneshiro as the basis for the game's central hero this time round?

"I wanted someone who would make an even bigger impact than Kaneshiro," remarked Inafune, when *OPS2* caught up with the game's Producer during the recent announcement event in Tokyo. The surprise is that Inafune has chosen a dead celebrity rather than a live one. Yusaku Matsuda, best known internationally for his role as a rebellious Yazuka in Ridley Scott's 1989 film *Black Rain*, will take Kaneshiro's place for Capcom's much-anticipated sequel.

Inafune's hopes were instantly fulfilled with *Onimusha 2*'s 'star' all over the next morning's news in Japan. The Producer had considered many current celebrities, but felt that would be limiting. "You can't use an actor who's already passed away for a movie, but it's possible for a game. Matsuda is an icon for many people who are in their 30s – including myself. They'd have a strong sense of nostalgia for him and I thought he'd also appeal to players in their 20s."

Matsuda's digital alter-ego will portray the character of Jubei Yagyuu, named after a legendary samurai from Japan's Edo period (1603 – 1867). Set 13 years after *Onimusha*, Yagyuu returns to his village to find it has been destroyed by Nobunaga and his demonic army. Endowed with magical powers drawn from ogres, Yagyuu goes on a warpath to defeat Nobunaga. Raising the bar on *Onimusha*'s award-winning CG opening, Inafune mentioned that while only human motion-capture was previously used for these scenes, *Onimusha 2* will have motion-captured horses in there as well! "This time, the people and their horses will move in unity, with more naturalism."

Graphically, Inafune is eschewing a full 3D world, choosing to push the pre-rendered background style to a new level instead. "We'll be bringing the scenes to life through atmospherics – like rain, for example. It's a motif that was used throughout Akira Kurosawa's *The Seven Samurai*, and we used it in *Onimusha*'s opening." He stressed that the improvements will not be graphics alone. "Action was the focus of the first game, so we made the script comparatively simple," Inafune admitted. *Onimusha 2* now promises to be more a fusion of action and drama. There's also hints of greater use of facial expressions and body language allowing players to analyse and predict personalities.

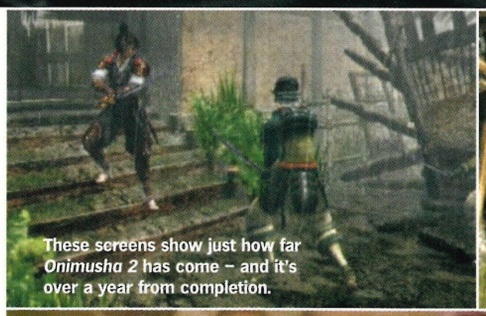
Of course, the enemies played a large part in the original and they're back in force, with Keita Amemiya in charge of character designs. Inafune reckons Amemiya's style is perfectly suited for *Onimusha 2*; the production sketches displayed were a blend of traditional Japanese stylistics and robotics. Also new to the team is Sound Producer Tarou Iwashiro. Inafune remarked that the sequel's music will be more subtle, reflecting the increased drama of the story. *Onimusha 2* is slated for a Japanese release on March 7, 2002 – the UK version should be on the shelves by Autumn next year. ☐ **AW**

//"I actually have a playable version [of *Onimusha 2*] already." Keiji Inafune, Producer of *Onimusha 2*//

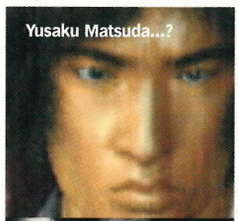
DRIPPING WITH ATMOSPHERE

Playable demo showcases graphical enhancements.

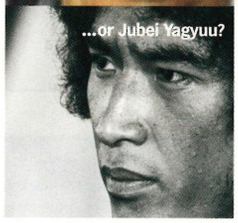
"The audience is probably thinking that all we've done is create scenes just for the video presentation," Inafune joked, after the footage was screened. "Actually, I have a playable version ready." Teasing, he continued saying that he wanted everybody to be able to have a go, before adding, "But this time, it's just me." Opening in Jubei's devastated village during a storm, the Producer's claims of *Onimusha 2*'s atmospheric upgrades were proved right. From the lightning-induced lens flare to the heavy downpour of rain and splashes on the ground, it seems not a detail was missed. When Jubei slashed his way to a river bank, the rapids were beautifully animated. The digital Matsuda was spot on, right down to his tough guy stare. Having spoken with the late actor's agency, Inafune decided that the period in which Matsuda starred in *Detective Story* – considered his coolest role – would be used as a reference point.



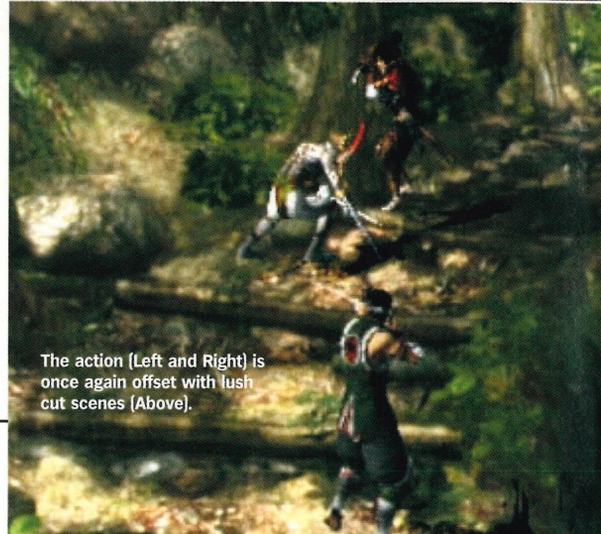
These screens show just how far *Onimusha 2* has come – and it's over a year from completion.



Yusaku Matsuda...?

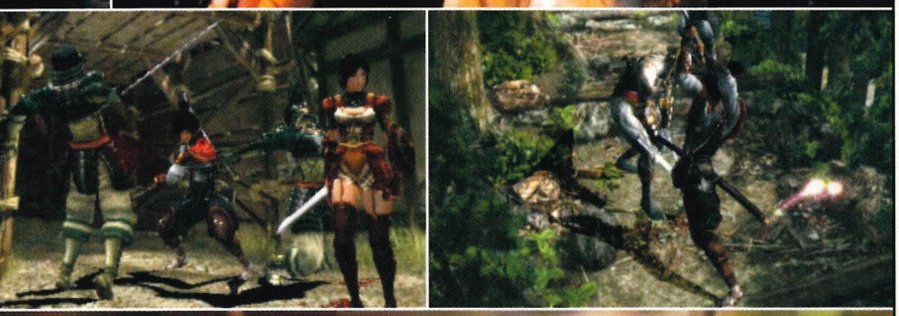


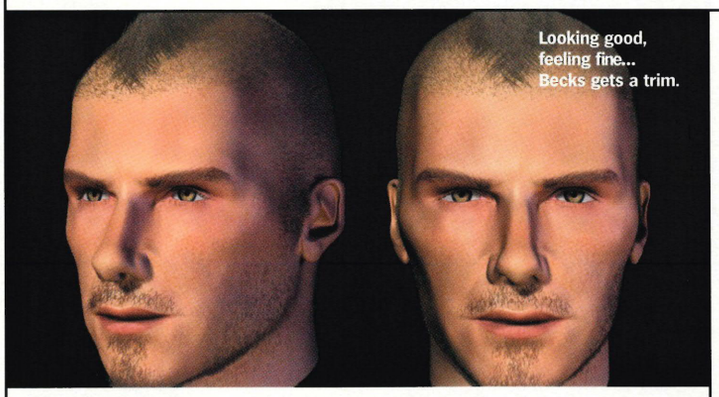
...or Jubei Yagyuu?



The action (Left and Right) is once again offset with lush cut scenes (Above).

Inafune plays *Onimusha 2* for the crowd.





Looking good, feeling fine... Becks gets a trim.

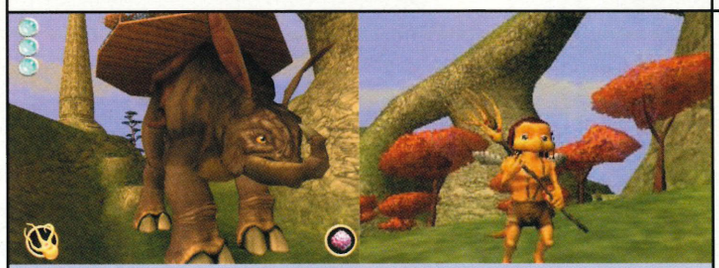
POSH BECKS

Rage gets a head for *David Beckham Soccer*.

IT MUST BE incredibly difficult making a game featuring the superstar footballer and sarong-wearing model David Beckham. One minute he's sporting a number one skinhead cut, the next the cheeky scamp has a splendid mohican that would put that gibbon out of Sigue Sigue Sputnik to shame.

So Rage, maker of the forthcoming footie extravaganza *David Beckham Soccer* has come up with a novel solution – model numerous digitized heads with different, lovingly created barnets. It's that simple.

Whether you'll be able to change Becks' haircut in-game hasn't been confirmed, but the title *will* feature a Beckham biography, a Beckham training mode and over 350 international and domestic teams at its release next year. We can't wait. ☐ **JS**



***Rubu Tribe* throws up a wealth of fantastical creatures. Like Billy No-Mouth here.**

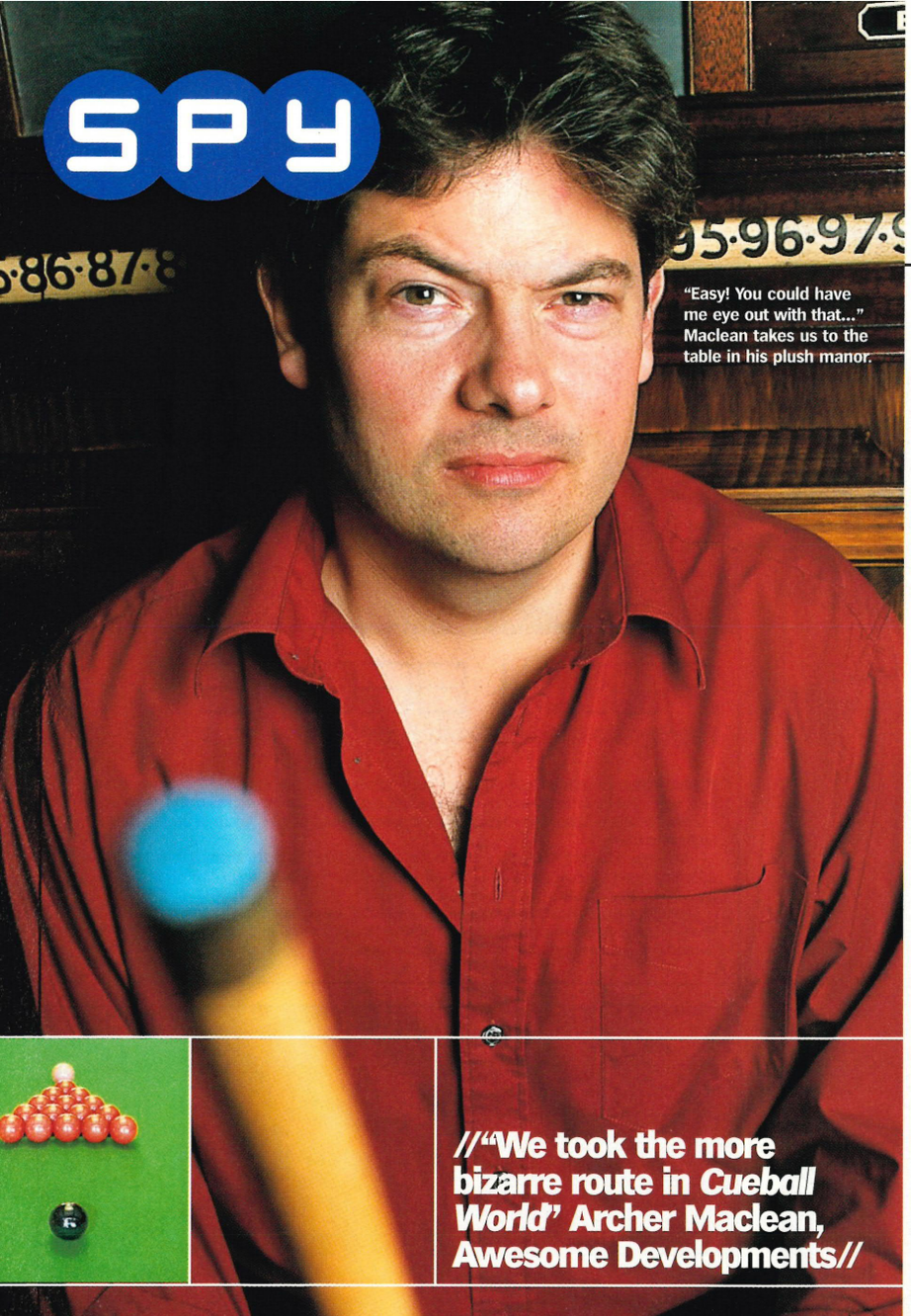
It's like a prehistoric caravan. Kind of.

HOUSE TRAINED

Welcome to the utterly bizarre prehistoric world of Outrage's *Rubu Tribe*.

HOW ABOUT THIS for a game idea. You're the leader of a tribe of little people who live in a settlement perched on top of a huge, lumbering dinosaur (called an Uut) in search of a 'mystical place' and have to remove objects in your path with the aid of a weapon consisting of a stick with an octopus stuck on the end.

Rubu Tribe is a completely unique game from the maker of the *Descent* series that combines strategy with exploration and action as you guide your tribe through dangerous worlds populated by a multitude of strange and dangerous creatures and obstacles. Scheduled for launch in winter 2001 through Interplay, *Rubu Tribe* is a welcome breath of fresh Jurassic air and more proof that the PS2 is capable of constantly inspiring a huge variety of high quality, innovative games. ☐ **JS**



"Easy! You could have me eye out with that..." Maclean takes us to the table in his plush manor.

//"We took the more bizarre route in *Cueball World*" Archer Maclean, Awesome Developments//

PHOTO: GAVIN ROBERTS

GOING POTTY?

Archer Maclean talks *Jimmy White's Cueball World*.

PHRASES SUCH AS '*Cueball World* developer Archer Maclean invites us into his beautiful house' are more likely to be found in the likes of *Hello!* than this magazine. There's a first time for everything though, so Maclean gives *OPS2* the guided tour of his expansive manor before taking the wraps off *Jimmy White's Cueball World* – Maclean's third snooker title, but his first for PlayStation 2.

As he proudly shows off his pool, in-house arcade machines and full-size snooker room, Maclean comes across as the last of the playboy programmers. His garage even contains a Ferrari with AM 147 plates – not a bad recoup for a gaming CV that includes C64 classic *Dropzone* and three snooker games. Due for release through Virgin in November, *Cueball World* offers a very different take on snooker, with Maclean using the word 'bizarre' a great deal when discussing his latest project.

Forget 'bizarre', though – it's surreal. Using a reworked version of the existing *Cueball 2* code, Maclean has created the most realistic snooker title available with ball physics identical to the real thing. However, Maclean's development team, Awesome, has set each game within stages including graveyards, a U-Boat and Stonehenge. Similarly, each of the eight, increasingly skilful competitors are also odd, with the disembodied hands of zombies and gorillas chalking their cues around the high-resolution baize. "After the realism of *Cueball 2*, we were more than happy to take the bizarre route," Maclean reasons. "We have created a snooker title wherein anything that happens in the real thing can be performed in the game. The movement of the balls is absolutely perfect. It's just the settings that are a bit, well, bizarre."

'Peoples' Champion' and face-on-box Jimmy White – a close mate of Maclean's – once again introduces the game. "Jimmy appears in the filmed introduction to each stage," Maclean explains.

"He also has a bit of input into the game, telling us ways certain shot situations are sorted." Sadly, despite a promise that White would be present to discuss the game with us, a bleary-sounding call saw him rain off citing 'food poisoning.' "More like the result of a bender," smiles Maclean.

And what next for Archer? "More snooker," he says, unsurprisingly. "We'd like to take the physics model one step further so the hands are replaced with bodies. That way, we could create a fat player whose stomach nudged balls as he leaned over..." As we said before, bizarre... ☐ **SM**

"Everybody dance/Clap your hands/Clap your hands..."

CHANGE THE CHANNEL

Space Channel 5 may not get a UK release but the sequel is sounding sexy.

AS FIRST REPORTED back in *OPS2* #06, United Game Artists (formerly Sega AM9) has confirmed that it will be bringing both *Space Channel 5* and its sequel to PlayStation 2 – however, the first game may not find a release in Europe. The retro-futuristic dance-'em-up was released for Dreamcast last year, although UGA's head honcho Tetsuya Mizuguchi reveals that he wasn't too happy with the English translation. "One of the reasons for *Space Channel 5*'s popularity in Japan was the unique and amusing slang spoken by lead character Ulala. When the game was localised into English, they translated her speech into boring phrases. Now I'm looking for a good writer!"

At least the *Space Channel 5* sequel should make it to the UK. The game once again features the slinky, pink-haired VJ Ulala, who leads a cast of thousands on a pilgrimage to lounge pop heaven. According to Mizuguchi-san, the game will be, "More like a musical. Maybe you can sing when you play along! There will be more playable characters and the environments will be even more colourful. These will be drawn in real-time 3D, unlike the pre-rendered backgrounds of the first game."

Mizuguchi has a lot on his plate right now – he's also readying the stunning synaesthesia shoot-'em-up *K-Project* for a November release. More on this next issue. ☐ **SR**

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SPY

INVENTORY

Your one-stop guide to the PS2 power-ups.

BFG 10K: A standard US police issue gun.

#10: THE ULTIMATE WEAPON

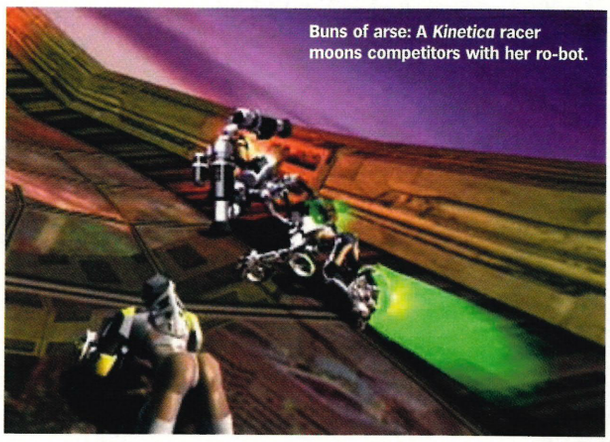
Sounds good! Sign me up. What is it?
The grisly apex of any self-respecting, shoot-'em-up's kit bag of death, the Ultimate Weapon comes in many forms but its function is eternal: To even the odds and level the slaying field.

Erm, in layman's terms?
Kill heap many baddies. Some UWs like *Quake III*'s BFG 10K help you out of a tight spot with an indiscriminately huge range. Others like *Unreal Tournament*'s Redeemer allow for remote control sadism via a missile-eye-cam. Sticky.

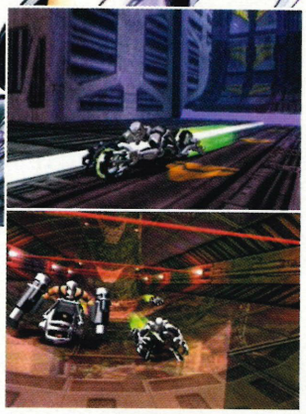
But surely there are drawbacks?
Too right. Most UWs are vicious puppies that will bite (ie vaporise) the hand that fires them unless there's at least a good postal district between you and your intended victim.

I choose to ignore your warning. What does a UW look like?
It's eight times the size of that handbag pistol you started the game with, and appears to have a Lamborghini's coolant system bolted on the underside. It hums like a bastard.

Okay! I'm going in! Any advice?
Remember: Any Ultimate Weapon is only a gore-coated paperweight if the safety's still on.



Buns of arse: A *Kinetica* racer moons competitors with her ro-bot.



Disney's *Tron* has obviously been an inspiration for the designers.

ROBO GP

Join the Hell's Angels of the future in SCEA's *Kinetica.*

IF THE NUMBER of futuristic racing games skimming towards us is anything to go by, the neon-adorned roads in the next century are going to be chock-a-block. *Kinetica* is the latest addition – a pumped-up techno motorcycle racer from SCEA, the originator of *Twisted Metal: Black* (previewed on page 24).

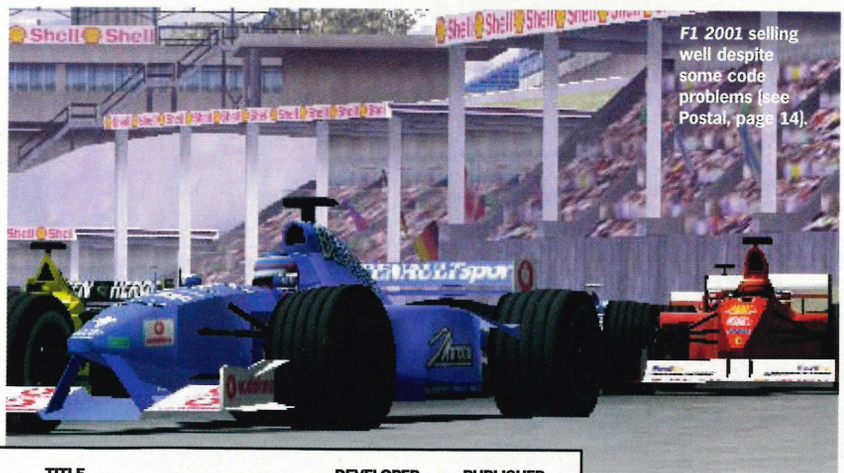
A sci-fi blend of *Tron*, *WipEout* and two-wheel arcade racer *Moto GP*, *Kinetica* gives players control over bizarre cyborg/motorcycle hybrids that move and react physically depending on the speed and direction of the vehicle. Execute a speed boost and the metal human form will smoothly place its head and arms down aerodynamically, or if you hit the brakes before a corner it'll cleverly lean into the turn.

The competitors chase around elaborate highways peppered with short cuts, loops and transparent sections that reveal detailed worlds below. Each robobike can pull off extreme stunts and death-defying jumps, with the opposition's mean AI ensuring that gamers need to weave, duck and dive to avoid being consigned to the scrapyard.

A speedy Two-player mode will definitely be included and an online multiplayer option via an additional disc hasn't been ruled out. SCEA is publishing the game in the US later this year, and although there's been no release date set for the UK as yet, *OPS2* can confirm *Kinetica* will make its way across the Atlantic later this year. ☐ **JS**

HMV PS2 CHARTS

Brought to you in conjunction with HMV.



F1 2001 selling well despite some code problems (see Postal, page 14).

	TITLE	DEVELOPER	PUBLISHER
1.	**F1 2001**	Studio Liverpool	SCEE
2.	**CRAZY TAXI**	Acclaim/Sega	Acclaim
3.	**MTV MUSIC GENERATOR 2**	Jester	Codemasters
4.	**RUMBLE RACING**	EA	EA
5.	**STAR WARS: SUPER BOMBAD RACING**	Lucas Learning	Activision
6.	**ALL STAR BASEBALL 2002**	Acclaim (Austin)	Acclaim
7.	**TIGER WOODS PGA TOUR 2001**	EA Sports	EA Sports
8.	**QUAKE III REVOLUTION**	Bullfrog	EA
9.	**SHADOW OF MEMORIES**	KCET	Konami
10.	**STAR WARS: STARFIGHTER**	LucasArts	Activision

#2: CRAZY TAXI
Just pipped into second place is Sega's magnificent first PS2 title. *Crazy Taxi* is pure non-stop arcade action involving driving cabs insanely around beautifully-realised city streets. An absolute must-buy for Sega fans.

#1: F1 2001
Screeching in from nowhere to take the chequered flag this month is SCEE's ultimate F1 sim. Featuring the incessant gibbering of Murray Walker, *F1 2001* is the closest yet to recreating the hair-raising thrills of Formula One.

#3: MTV MUSIC GENERATOR 2
Wannabe the next Hear'Say? Of course not, so get to work producing your latest thrash hardcore retro acid house Ibiza epic with Jester's inspiring music creator. There's even a USB sampler to buy separately.

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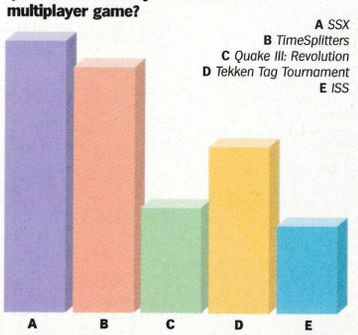
FACT BELCH

WE set the questions. YOU give the answers.

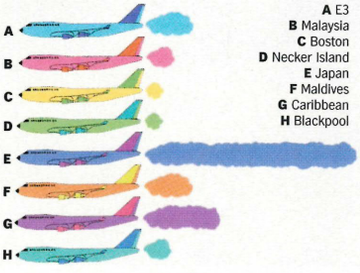
QUESTION: **What is your favourite PS2 multiplayer game?**

A *SSX*
B *TimeSplitters*
C *Quake III: Revolution*
D *Tekken Tag Tournament*
E *ISS*

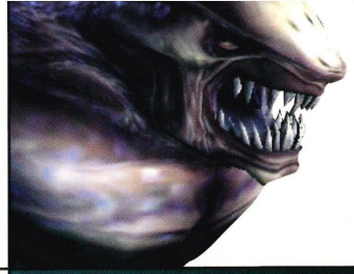


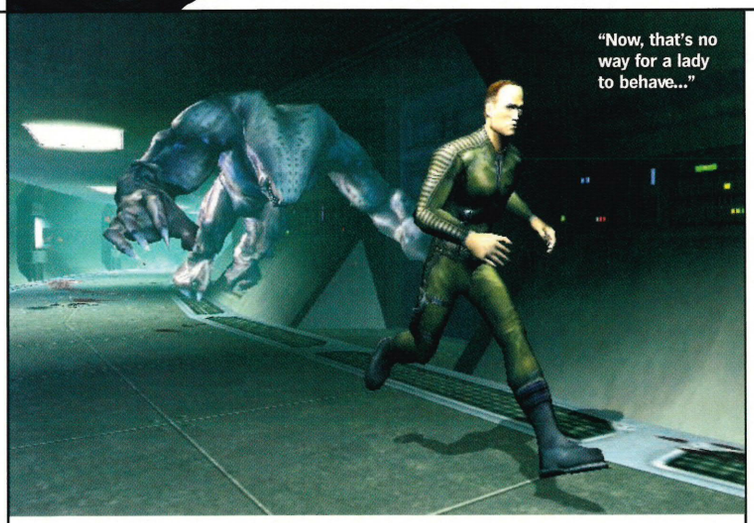
QUESTION: **What would be your dream holiday location?**

A E3
B Malaysia
C Boston
D Necker Island
E Japan
F Maldives
G Caribbean
H Blackpool



**Source: A random sample of 50 readers' replies to PS2@futurenet.co.uk. It could still be you!*





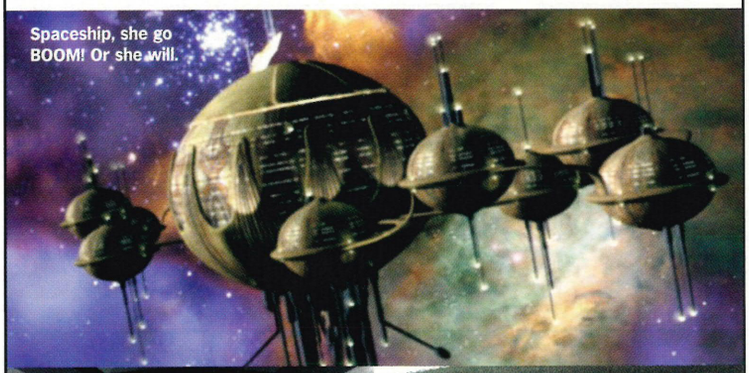
SCI-FRIGHT

Our first hand's-on impression of *Run Like Hell*.

***OPS2* RECENTLY GOT** its first chance to play updated code of Digital Mayhem's third-person outer space adventure, *Run Like Hell*. This terse, panic-chase title features Captain Nick Connor, who loses the crew of his space station and his wife to a vicious alien creature, leaving him to desperately scramble through his spaceship to find out how to defeat the slimy invaders. While we'd played early levels in the past, this was the most complete version of the game yet.

For newcomers, *Run Like Hell* is an 'explore and kill' title, with developer Digital Mayhem packing in plenty of mini-games alongside all the adventuring. Of these, we tried out a button-pummelling test of strength to open a sealed door (think *Track And Field* meets *World's Strongest Man*) and a cold sweat-inducing sequence where, to lead Connor away from an alien while avoiding obstacles in his way, we had to push the right buttons at *exactly* the right time. *Shenmue* meets *PaRappa* aboard the Nostromo? Oh yeah.

A fleet of well-known actors have been signed to perform the voices for the characters, including Michael Ironside (*Starship Troopers*), Kate Mulgrew (Captain Janeway from *Star Trek Voyager*) and *Aliens*' Lance Hendrikson. Add to that at least 35 hours of gameplay (seven levels, each taking five hours), and it looks like you're going to be doing a whole lot of running when *Run Like Hell* is released next year. ☐ **JS**



Man have big shooter gun. Man can blast big alien. Why man try run away?

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SPY

ROTARY CLUB

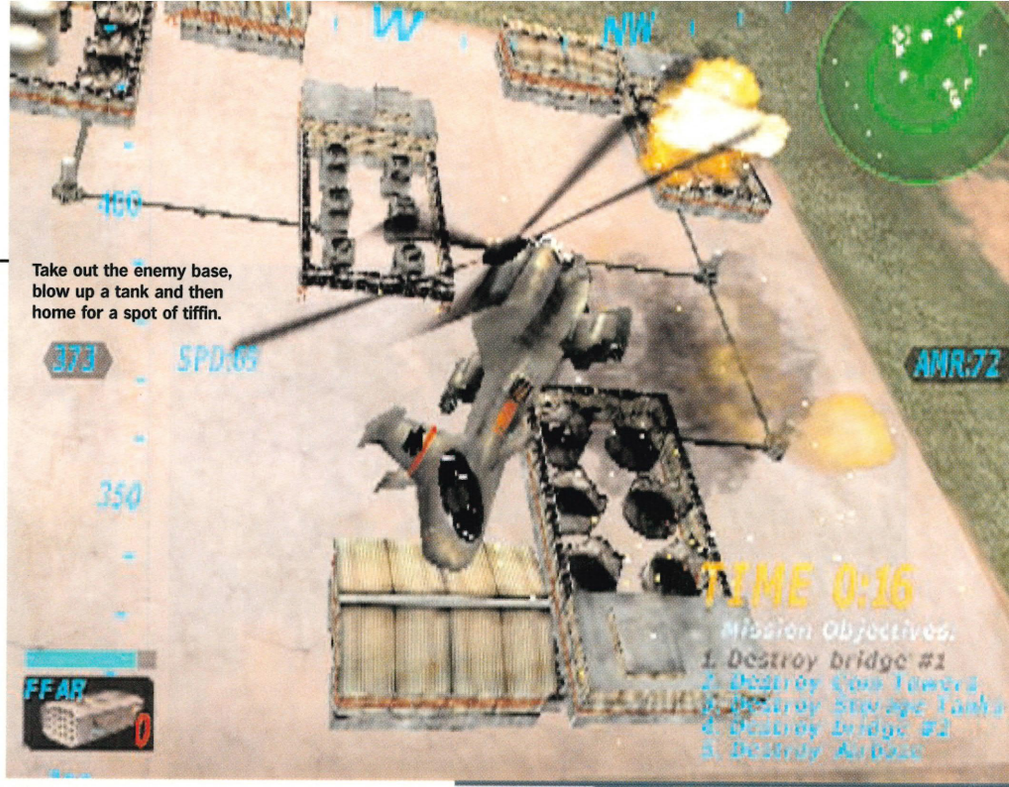
Create merry helicopter hell in Core Design's *Thunderhawk: Operation Phoenix.*

ANSWERING THE PRAYERS of PlayStation 2 gamers starved of a helicopter action title comes the latest and greatest episode in Core Design's well-known gunship series. *Thunderhawk: Operation Phoenix* is an explosive upgrade of the original arcade blaster that appeared on various consoles including the PSone, with the original team still firmly behind the controls of the project. Players pilot a powerful gunship and have to complete distinctly underhand-sounding missions to terminate defective or unstable governments.

The game incorporates an intuitive control system, based around movement of the two analogue sticks. You just grab the Dual Shock 2, let the PS2 automatically equip your 'copter with the latest high-tech weaponry and unleash the aerial bombardment with ease. An element of strategy is also provided in that you are required to instruct ground tanks, troops and wingmen (a la *Starfighter*) to attack certain targets or distract enemy forces while you batter their base defences.

Thunderhawk has the usual smattering of relevant heavy weaponry with machine guns, air-to-ground rockets and guided missiles that you can steer (complete with on-board cam), plus bonus items you can capture from enemy installations including Turbo Boosts and Shockwave bombs. There's even a voyeuristic Sniper mode which uses the D-pad to zoom in and pop off the enemies' heads and legs.

All the graphics in *Thunderhawk* have been improved accordingly with building damage, missile trails, weather effects, time-of-day settings, night vision and ground-shaking explosions scattering burning debris over a detailed interactive landscape. The developer has announced further plans for a split-screen Co-operative mode for mad multiplayer hover bother. *Thunderhawk: Operation Phoenix* will be released through Eidos this September. ☐ **JS**



Take out the enemy base, blow up a tank and then home for a spot of tiffin.

//There's a voyeuristic Sniper mode which lets you zoom in and blow off a few arms and legs//

Use the zoom option for more accurate targeting.

PlayStation®2 OFFICIAL MAGAZINE-UK

POCKET HEROES

COLLECT THE ENTIRE SERIES!
SWAP WITH YOUR MATES!
CUT OUT AND KEEP!
SEND NO CASH!
IS BIG FUN!

PlayStation®2 OFFICIAL MAGAZINE-UK #23 of 100

CLAIRE REDFIELD

Resident Evil Code: Veronica X

Age: 19 | **Height:** 5'5" | **Blood Type:** O

Distinguishing features: Ponytail, haunted expression, smells of gunpowder and offal

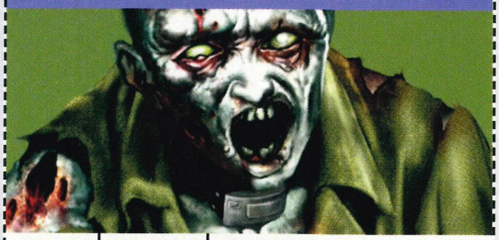
Looks	Despite the penchant for zombie-splattering, Claire's right saucy	86
Attack	Guns, rocket launchers – Claire is a lady for superior firepower	83
Defence	Running away a lot, plus the use of 'special herbs' for healing	65
Specials	Dead brainy – can spot the undead coming a mile off	77

Heroine of two *Resident Evil* games, Claire battles against the mysterious Umbrella Corporation and hordes of the undead with her bro', Chris, a member of the S.T.A.R.S. police force.

PlayStation®2 OFFICIAL MAGAZINE-UK #25 of 100

MR ZOMBIE

Resident Evil Code: Veronica X



Age: 32 | **Height:** 6'3" | **Blood Type:** Infected with T-Virus

Distinguishing Features: Gaping wounds, bad teeth, missing jaw, no sense of humour

Looks	Not going to win any beauty contests. Basically, you wouldn't	08
Attack	Always keen to bite your legs off (even when on fire)	73
Defence	Soft, yielding flesh that can take several bullets at close range	55
Specials	Extra powers abound, such as the Hunter's face-raking talons	82

Sub-human (that is dead), your *Resi* zombie still manages to lumber around, hit things, eat passers-by, moan loudly and tread terribly-staining intestines/brains/blood into any carpet.

SPY IN JAPAN

Edited by **Amos Wong.**

PARAPPA THE TV STAR

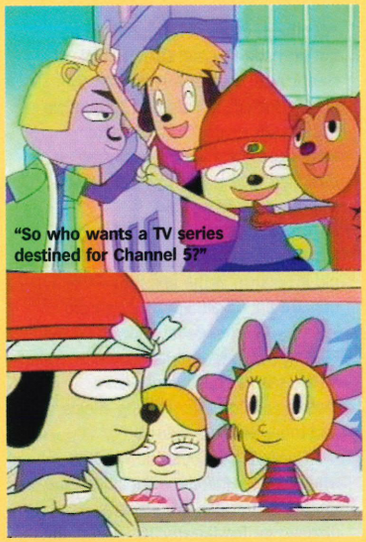
Everyone's favourite beanie-wearing pooch gets an anime spin-off.

BASED ON THE CULT Bemani game for the PSone, the new *PaRappa The Rapper* anime series goes out every Saturday evening. Animation studio Production IG have forgone the lush designs of its previous efforts (including anime classic *Ghost In The Shell*), and kept to the sweet, 2D characters and backgrounds of Masaya Matsuura's 'Flat-Stanley-goes-J-Pop' original. While the funky opening titles certainly piques one's hipster radar, story-wise the show is strictly for kids.

In the latest episode, a fortune report leads PaRappa to believe he'd have an 'ultra super special lucky day'. Things indeed seem rosy when he and his pals come across a conveyor belt sushi restaurant and are offered a free meal, but unfortunately the owners turn out to be the dastardly villainous Gasta and Gelba in disguise. They've hatched a plan to rob the 'Bangin' Bank' next door, using the sushi carrying apparatus to transport the moolah. Typically being clumsy partners in crime, the operation is a failure: a stray stick of dynamite sends the contents of the vault through the roof and singes the pair to crisps. Later, the bank manager has a crisis on his hands as townsfolk gather to make withdrawals, so PaRappa gallantly offers to placate the crowds, while cash is sought.

How do they manage? They run the conveyor belt into the bank and offer free food for the slowly seething masses! When the sushi runs out, it's up to PaRappa's karate performance to save the day and of course, it all ends well.

PaRappa The Rapper is great for the young 'uns, though Fuji TV may need some super special luck themselves if they want to keep older audiences' interest for an entire season. Still, with PaRappa on his way to PS2 this autumn (see www.parappa-the-rapper.com for a sneak preview), you just gotta believe...☐ **AW**



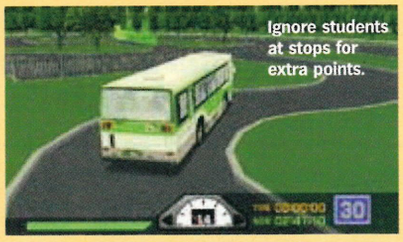
"So who wants a TV series destined for Channel 5?"

PREVIEW! PREVIEW!

GROWLANSER II: THE SENSE OF JUSTICE

Just one year after the end of a war between three neighbouring kingdoms, a border event threatens to instigate another catastrophic war. Its up to Wein, a young knight from the kingdom of Barnshutain to prevent history from repeating itself. The 'non-stop dramatic RPG' features character designs by Satoshi Urushihara, infamous in the UK for the well-endowed and bouncy female cast *[Amos? Are you sure? – Ed]* in the anime *Plastic Little [Amos! – Ed].*

You've got to admire those sideburns.



Ignore students at stops for extra points.

TAKE BUS NO TIME!

TOKYO BUS RIDE

In another 'public transport sim' you play as a trainee for the city bus service, and must follow the daily schedule and obey road rules to get your licence. Originally an arcade game from Forty Five, the conversion boasts an additional route set in the Tokyo tourist spot Odaiba, a driving course Challenge mode (with three courses and types of buses) as well as a Pocket Station driving rule quiz. And we thought *Densha De Go!* was tedious...

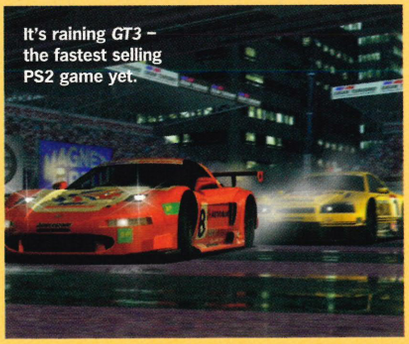
NO! NO! MASCOT!

LISTERINE

The Japanese distributors of Listerine mouthwash have taken their advertising to new depths of tastelessness. Adopting the all-encompassing cute mascot philosophy (minus the cuteness), their new spearhead is a dead ringer of the baby from David Lynch's disturbing feature debut *Eraserhead.* Imagine the pitch, "How about a diseased gum with limbs and missing teeth?" The fleshy pink muppet stars on the ads, but truly bizarre is the giveaway accessory for mobiles with every bottle.

PS2 CHART!

JAPANESE TOP 10



It's raining *GT3* – the fastest selling PS2 game yet.

1. **GRAN TURISMO 3: A-SPEC** (SCEI)
2. **SIMPLE 2000 SERIES VOL. 1: THE TABLE GAMES** (D3)
3. **ENDONESIA** (ENIX)
4. **WORLD SOCCER WINNING ELEVEN 5** (KONAMI)
5. **KNOCKOUT KINGS 2001** (EA SQUARE)
6. **MAGICAL SPORTS KOUSHEIN 2001** (MAHOU)
7. **PHASE PARADOX** (SONY)
8. **ARMOURED CORE 2: ANOTHER AGE** (FROM SOFTWARE)
9. **KESSEN II** (ENIX)
10. **BIOHAZARD CODE: VERONICA COMPLETE** (CAPCOM)

**Chart source:* Dengeki *(28/5/2001 - 3/6/2001)*

30 DAYS IN TOKYO

A MONTH IN THE LIFE OF *OPS2*'S MAN IN JAPAN, AMOS WONG

Sony expand their range of vertical gizmos.

Day 1 (May 19)
I'm falling into the gadget black hole. Buy myself a Sony Dolby Digital/DTS amplifier and satellite speaker/subwoofer system. It's so cool – the silver amp's footprint is smaller than the magazine you're holding, it's just a tad thicker than three DVD cases and yes, the gear also stands up on its side. My room now sounds like a war zone and amazingly, there's been no complaints yet from the neighbours.

Day 12
It's no secret I have a fetish for oddball character Burnt Bread Man ('Koge Pan' in Japanese). Toys aside, latest gifts from friends include delicious chocolate powder covered traditional Japanese sweets and (thankfully unburnt) bread buns. Almost too cute to eat.

Day 15
Pop by a friend's place to gape at the latest electronic gear he's reviewing and check out *Crazy Taxi 2.* Damned fine game too – if it eventually gets a PS2 port, I'd be a happy man.

GT3 + PS2 = Very Excited Japanese.

Day 21
The PlayStation 2 *GT3* racing pack hits the streets today but if people really wanted to get their mitts on it, they'd probably have them already, wouldn't they? Wonder how a *Final Fantasy X*/PS2 bundle would sell if they released it a day or two before the game itself?

Day 24
Can't make it to the Sony Awards held tonight, but have been told since that it mainly comprised of costumed dance numbers by teenage girls. And the surreal sight of a man in the audience being dragged up onto the stage, dressed up in baby clothes and having a pacifier stuck in his mouth. I sure hope it wasn't Kutaragi-san...

SPY

HALF-LIFE, FULL AHEAD

Half-Life set for major PS2 overhaul.

WE'VE KNOWN FOR some time that PC first-person shooter *Half-Life* is well into production for PS2. Although it's unlikely to be released this year, new details have emerged that should not only whet your appetite, but get you dribbling like a fool.

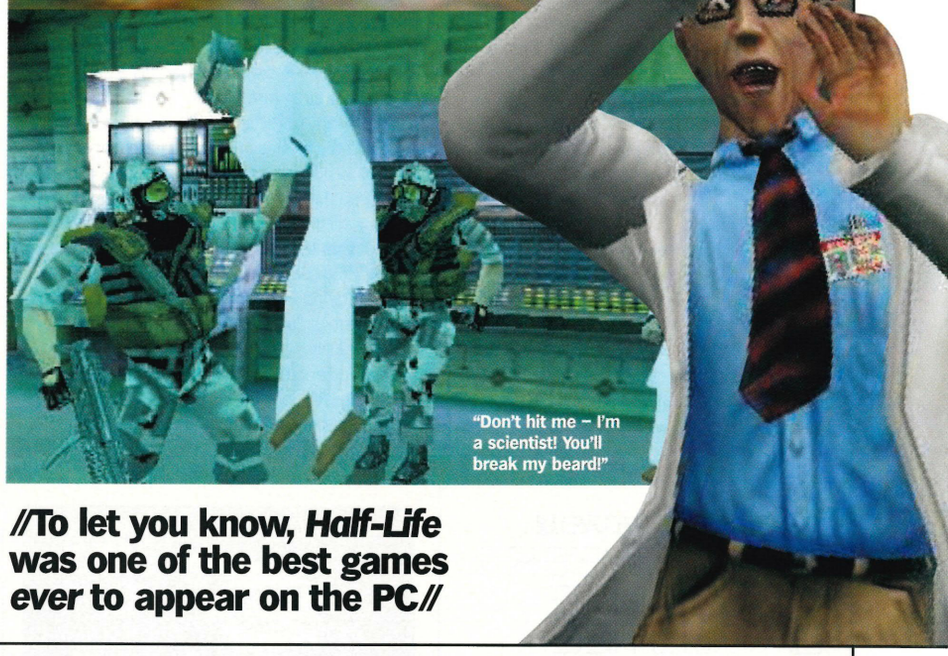
Just to let you know, *Half-Life* is one of the best games *ever* to appear on PC. It puts you in the role of one Gordon Freeman, a lab technician caught up in a government plot to cover up an alien invasion. Shooting, puzzles and a cool conspiracy theory story makes for a heady mix in this ground-breaking first-person shooter.

According to developer Gearbox, the PS2 version will feature a multiplayer Co-operative mode, set within the game's universe. This Co-op mode, called Decay, pits two players against this government/alien conspiracy and scoring highly opens up new areas of the game such as a PS2 exclusive playable character, Alien Slave. Yes, you can play the game from the point of view of one of those alien scumbags. Gearbox also promise a frantic, head-to-head Deathmatch mode, with 12 brand-new PS2-only maps. *Half-Life* will also be compatible with a USB mouse and keyboard. However, the game has also been designed so that it works just as well with the Dual Shock 2.

The PS2 version promises to be a vast improvement over its three-year-old PC cousin in the graphics department. Character models have been given more detail, allowed by the PS2's extra polygon pushing power and all the scenery has been given a makeover with better lighting effects and more detailed textures.

Finally, there's been no word on whether PS2 *Half-Life* will include *Blue Shift*, an extra mission originally planned for the Dreamcast version. But with the Dreamcast version recently being canned it's not impossible that this all-new extra mission (played from the point of view of one of the security guards) will make its way to the PS2. Here's hoping... ☐ **NJ**

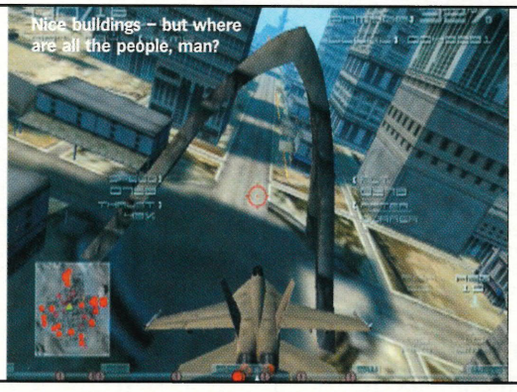
Alien nation: you'll have to defeat these fellas in their own back yard.



"Don't hit me – I'm a scientist! You'll break my beard!"

//To let you know, *Half-Life* was one of the best games *ever* to appear on the PC//

You'll need to be nippy – Iceman's right behind you.



Nice buildings – but where are all the people, man?

Blow that dirty rigger scum outta the water.

TAKE MY HEALTH AWAY

Fly the unfriendly skies in Digital Integration's *Top Gun*.

FRENCH PUBLISHER TITUS has scooped up the rights to the 15-year-old movie *Top Gun* and is in the process of transforming this epitome of Eighties Hollywood cheese into a blockbusting PlayStation 2 game.

Starring Tom Cruise and Kelly McGillis as romantically entwined fighter pilots, *Top Gun* was one of the biggest films of 1986, smashing box office records and spawning a hit single in Berlin's bog-awful *Take My Breath Away*. Luckily, the game is only loosely based on the plot and characters of the film with respected PC flight sim developer Digital Integration (maker of the excellent *F/A-18E Super Hornet*) in charge of bringing the exciting aerial combat to life. Players engage in over 30 missions from the Seventies to the present day, spread over four varied locations including Northern Russia and South East Asia. As one of the movie's characters (Maverick, Jester, Iceman or Viper) you can climb in to the cockpit of a selection of the US Navy's top aircraft – the F-14, F-18 or F-22 – to undertake missions that require the destruction of enemy targets in the air and on the ground as well as pulling off daring boom 'n' zoom manoeuvres.

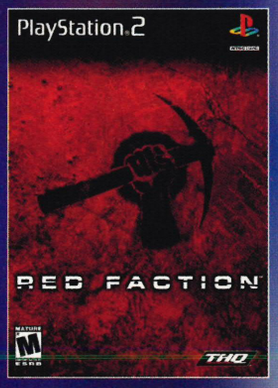
Graphically *Top Gun* impresses, especially with the level of detail on the buildings in the various locations and a Replay mode that cuts dramatically between different camera shots. From hands-on play, *OPS2* reckons the game could benefit from an injection of speed, but the handling and flying physics are solid. *Top Gun* will be entering the PS2 *Danger Zone* that Kenny Loggins sang so highly of this November. ☐ **JS**

THIS IS YOUR STATION

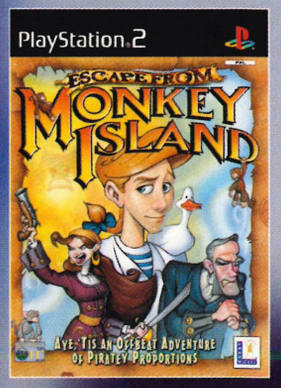
NOW IN STOCK

GRAN TURISMO 3

ONIMUSHA



RED FACTION



ESCAPE FROM MONKEY ISLAND

WHATEVER TURNS YOU ON

Virgin megastores

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"Hmm. An import game, is it? Riiight, step this way please, sir, and I'll just get the gloves..."

ILLUSTRATION: MR JAGO

EAST VS WEST

Why do some Japanese game oddities sneak through to the UK while others get left behind? *OPS2* investigates.

UNLESS YOU OWN an import console and speak Japanese you will never pilot a jumbo jet in *Jet De Go* (complete with custom 'Jet Plane' controller) or play Treasure's superlative hand-drawn party game *Rakugaki Showtime*. And worst of all you will never find out what kind of game deserves a title like *SuperMic Chan: Ultra High Tension Lovely Girl*.

These titles, and many more, are seldom released outside Japan. More often than not this is because the most interesting thing about them is their title, but others deserve wider exposure. Why have we never seen a pure dating sim in English despite Japanese sales in the millions? Victor Ireland, President of Working Designs in the US, the publisher of numerous Japanese titles in the West, believes it's a cultural difference. "Male-female dynamics are very awkward in Japan, with much socially-sanctioned 'shyness' on both sides. Dating sims are a natural, though ultimately unrealistic, outlet," he reckons.

It's another example of how stratified our understanding of the three major markets (Europe, America and Japan) has become. Western gamers are seen as radically different to their Japanese counterparts and many games are simply ignored. The success of *Final Fantasy* surprised Sony, who had already decided that RPGs weren't right for the West and originally blocked the release of *Arc The Lad* in America.

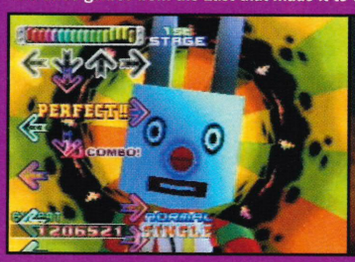
The most negative aspect of this market 'zoning' is that not only do PAL territories get their games last (and often with cropped and slowed displays) but we get fewer games overall. The last three Square RPGs for PSone, for example, including the sublime *Chrono Cross*, were never released in Europe despite being localised for the American market. Neither was the charming dating RPG *Thousand Arms* and both *Lunar 'Complete'* editions.

"I think it boils down to approaching game design in a different manner," explains Ireland. "Japanese gamers are generally more patient and methodical gamers, whereas much of the West is definitely in the 'wham-bam, thanks for the glam' school of graphics consumption." Dimitri Criona, VP of Sales in the US for Japanese games company Atlus agrees. "Although there is some overlap, certain genres will always reflect the tastes of a particular society," he says. Perhaps the relative scarcity of certain genres in the UK is merely a sign of how mainstream the scene has become in Japan, where gaming is a massive part of everyday life.

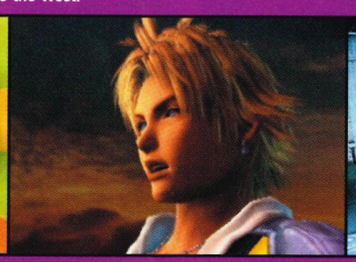
It's an overground success that could happen in the UK – the PSone has sold seven million units, while the PS2 should shift more. Hopefully this success, the PS2 Network Adaptor and the multi-lingual advances made by games like Sega's *Phantasy Star Online* will all help homogenize the markets, allowing the UK gamer to buy according to quality not locality. Anyone for a spot of *Sakura Kaisen*? ☐ **AH**

JAPAN ATTACKS!

The three genres from the East that made it to the West.

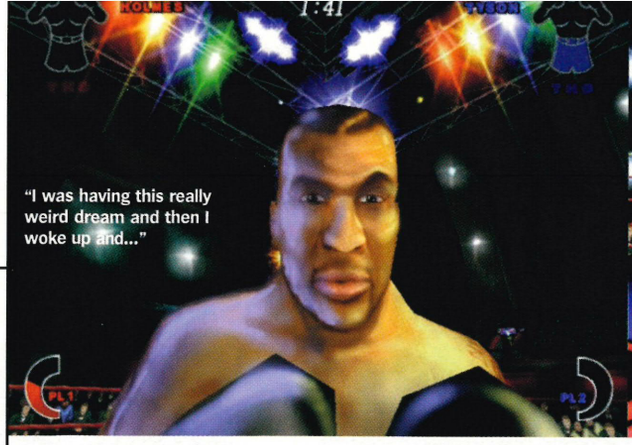


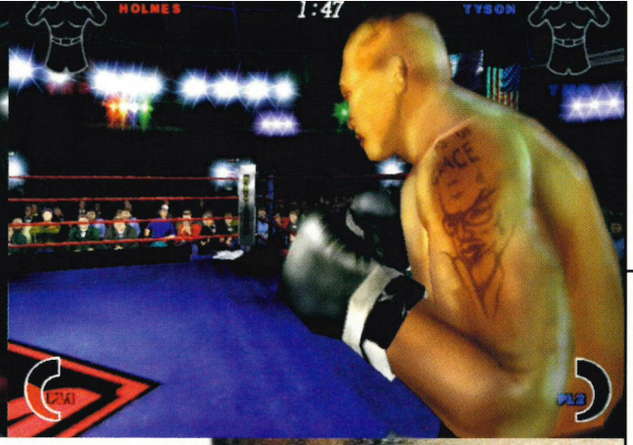
Bemani
Bemani, or 'rhythm and action' games, were broken in the West by the irrepressible *PaRappa The Rapper* on the PSone. Addictive, attractive and as weird as you could ever hope, Bemani was also one of the few completely 'new' genres to emerge over the last few years. Its success in the West was followed by Konami's equally enjoyable *Dance Dance Revolution* (*Dancing Stage* in the UK) and Masaya 'PaRappa' Matsuura's elegantly simple *Vib Ribbon*.



RPGs
"*Final Fantasy VII* definitely raised awareness," says Victor Ireland at Working Designs. "Was it a cheap trick to show only CG in the commercials? Probably. But plenty of people bought the game based on those commercials and forever expanded awareness of the genre." Dimitri Criona at Atlus US concurs, "One can never underestimate the influence of *Final Fantasy* as well as Nintendo's *Zelda* series. These games normally sell quantities way beyond the normal reach of the RPG market share."

Mecha
Perhaps due to the popularity of 'home grown' mecha titles like the *Mech Warrior* and *Heavy Gear* series for PC, European consoles are finally getting a taste of more eccentric genres. In this case a whole world of anime and manga inspired games based around human controlled robots called mecha. The PS2 is already bristling with quality mech titles including *ZOE*, *Armored Core 2* and *Gun Griffon Blaze*.





BOXING CLEVER

We get in the ring with Codemasters' *Mike Tyson Heavyweight Boxing.*

IF YOU HAPPEN TO find yourself up against the fearsome "Iron" Mike Tyson in a PS2 videogame, you'd hope it was in a first-person shooter armed with a rocket launcher, where at least you'd have a fighting chance. Codemasters' *Mike Tyson Heavyweight Boxing*, however, has wisely decided to stick to the pugilist game formula and present a top drawer, graphically-impressive slug-fest.

"Animation is incredibly realistic and highly detailed," says Lead Designer Jon Hare. "We used motion-captured boxers, referees who remain on-screen throughout bouts and stadia from all over."

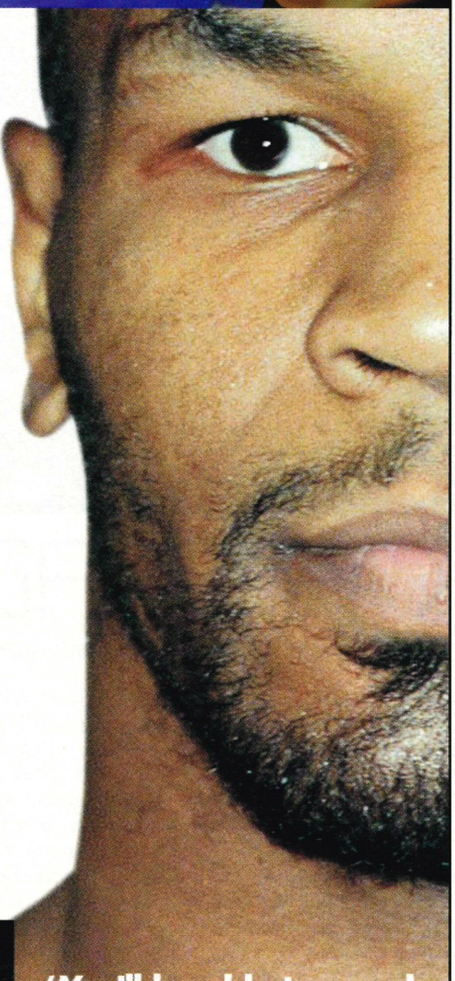
The game is being developed by newly-created studio Atomic Planet, a completely different team to that which made Codemasters' successful but flawed PSone game *Prince Naseem Boxing*. In this PS2 title, competitors will be able to punch and hurt opponents – including the menacing tattooed figure of Tyson himself – in a third- or first-person view. Also, for that extra visceral thrill, the team is building an advanced graphics engine – ensuring your boxer won't remain a pretty sight. "Graphically *MTHB* is going to be awesome, featuring real-time facial damage," says Hare.

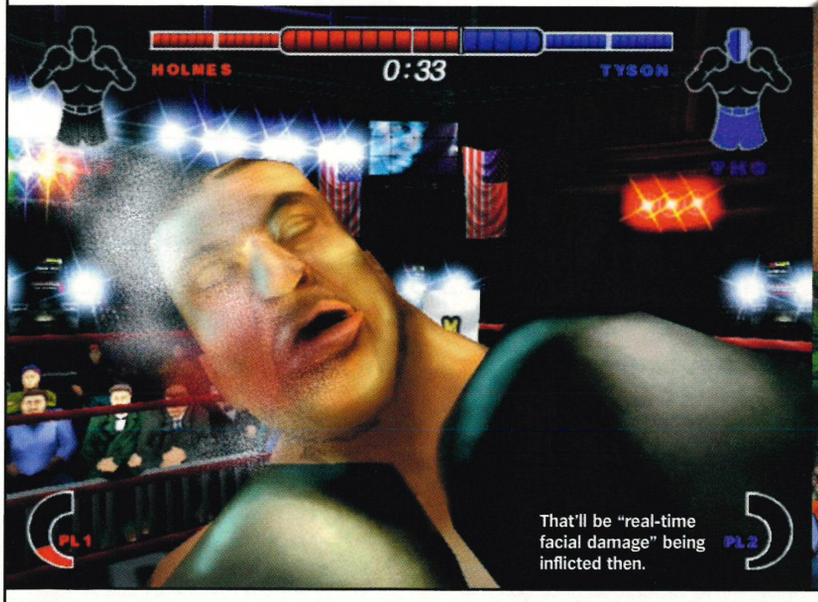
No details have been released about who Tyson's opponents will be in the ring (the screen grabs here contain a clue), but with seven gaming modes including addictive challenges and a money-making Championship option, *Mike Tyson Heavyweight Boxing* could be a knockout PS2 title when released in Spring 2002. ☐ **JS**

FRANKENSTEIN'S BOXER

Create your own unique ring champion.

Lead Designer Jon Hare is very excited about the feature in *Mike Tyson Heavyweight Boxing* that allows gamers to create up to four of their own boxers. Players can choose a boxer's physical appearance as well as their own theme tunes for when they enter the ring, unique taunts to infuriate rivals and brutal knockout moves. Your genetically-modified super-athlete can also learn from fights, so if they win matches they will actually enhance their skills by adding special moves that they've gleaned from defeated opponents.





//You'll be able to punch and hurt Mike Tyson himself, in third- or first-person view//

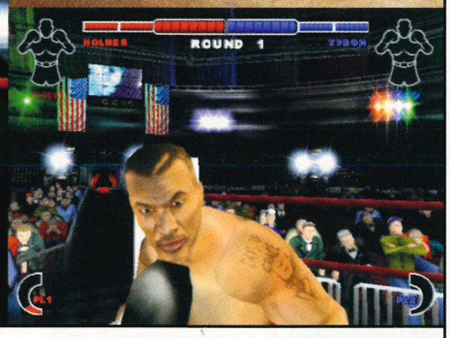


PHOTO: ALLSTAR

shorts

›› Sega has announced a cross-platform development plan which will allow PS2, PC and Dreamcast owners to play online games together. The first title to support the new initiative will be a simple collection of classic games such as Chess and Mahjong, rolling out to Japanese users in August. Euro news soon.

›› According to the *New Scientist*, the Korea Research Institute in Taejon has invented a Yuri Geller-inspired videogame in which players bend a spoon by just thinking about it. A special headband detects alpha and beta brain waves allowing gamers to influence the on-screen action.

›› In Japan, Square has confirmed that *Final Fantasy XI* will work with both analogue and broadband connections with the PlayOnline server able to support upwards of 300,000 subscribers paying monthly fees. No information was given concerning the company's European plans, despite its publishing deal with SCEE. More news as we get it.

›› More Sega news: the company hosted a press conference in Japan where it revealed plans to develop technology beyond videogames, demonstrating how it has truly been "let off the leash". The decidedly eclectic projects include VR technology for use in theme park rides and training simulators, movie/animation production, touch-screen sushi dispensers, keep-fit clubs and edutainment.

›› Infogrames is planning to use the high-profile Atari brand with its major game releases. The French publisher acquired the rights to the name and popular T-shirt logo when it took over the ailing Hasbro Interactive company last year. Reflections' *Stuntman* is confirmed as one of the first PS2 titles to be published under the Atari name.

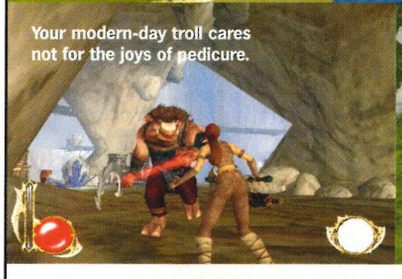
›› The *Tomb Raider* movie has become the largest grossing movie starring a lead female character after taking $47 million in three days in the US – the record was previously held by tongue-in-chic babe-action flick *Charlie's Angels*.

›› Namco has announced that it is working on a PlayStation 2 game based on an upcoming computer-generated movie entitled *Axis*, an expensive French-produced sci-fi adventure film from Chaman Productions starring Kirsten Dunst (*The Virgin Suicides*) as a heroine set to save her people from destruction (yawn). The new movie and PS2 tie-in will both be released at the same time next year.

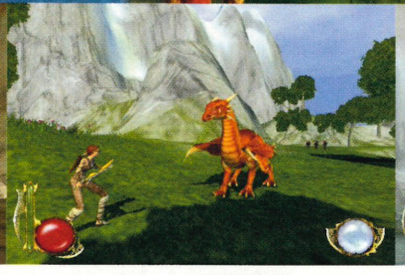
BLUE LINES

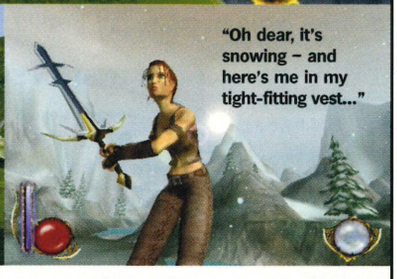
Jonny Mosely Mad Trix **is a freestyle skiing title from 3DO, due this Christmas ›› Just as chilling, Eidos's** ***Salt Lake 2001*** **(pictured) will bring this year's Winter Olympics to PS2 this Xmas ›** ***Street Fighter EX3*** **developer Arika is working on a sea-diving action/adventure game called** ***Everblue*****, where players must search for sunken treasure, rare ocean-dwelling wildlife and hidden wrecks ›› News just in! Lionhead has confirmed that the PS2 version of** ***Black And White*** **will be 'finished' in June 2002. A release date is sadly still unknown**

SPY



Your modern-day troll cares not for the joys of pedicure.





"Oh dear, it's snowing – and here's me in my tight-fitting vest..."

DRAK ATTACK

ON THE DVD

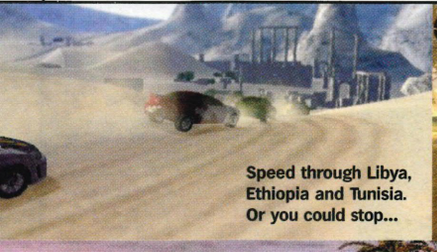
Fantastical locations and mythical creatures abound in Surreal's *Drakan*.

LET'S FACE IT, swooping out of the sky on the back of a bloody great dragon would make getting to school or work a damn sight more interesting – it'd definitely be less dangerous than a train. So, with riding crop a-ready we usher in *Drakan*, a new fantasy action third-person adventure from Surreal Software.

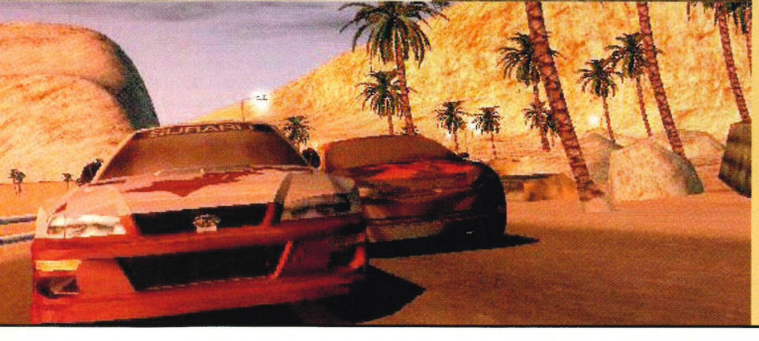
The story centres on the mythical land of Drakan, which has been cursed with dark magic, leaving saucy heroine Rynn and her trusty dragon pal Arohk the task of freeing the immortal Spirit Dragons and saving the world from certain doom. Rynn, a woman most definitely in the mould of Lara Croft, proceeds through Drakan jumping, puzzle-solving, interacting with other characters and hacking through spiders, skeletons, ogres and other mystical beasts with a cornucopia of heavy-duty metal weaponry. A rechargeable magic power-up is also on hand to unleash heavy attacks against foes which Rynn learns as she makes her way through snowy wastes, underground caves, mountain kingdoms and enchanted forests.

However, as in Sega's arcade-style blaster *Panzer Dragoon*, Rynn can engage in thrilling aerial combat using the dragon Arohk, dogfighting high above the detailed landscape against other flying winged beasts and huge bosses such as two-headed serpents in a kind of *D&D* version of *Ace Combat 4*. Well, ish. There's no multiplayer option, which unfortunately means you won't be able to indulge in fiery dragon deathmatches, but Surreal is concentrating on making the one-player game as involving and non-linear as possible, with smart graphics and effects, intriguing characters, atmospheric music and a great story line. *Drakan* is scheduled for a Christmas 2001 launch through SCEE – check out *OPS2*'s exclusive movie of the game on this month's DVD. ☐ **JS**

Nice face, shame about the... well, nothing really. Meet *Drakan*'s heroine – the strapping Rynn.



Speed through Libya, Ethiopia and Tunisia. Or you could stop...



SAFARI, SO GOODY

Another continent, another place to race through. How about *GTC Africa*?

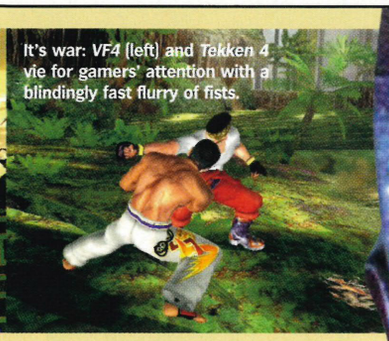
***GRAN TURISMO 3* IS** a fantastic game, but during a competition you're never actually in danger of ploughing your gleaming souped-up Mitsubishi Lancer into a migrating wildebeest. In contrast, Rage's fabulous new racer *GTC* (Global Touring Challenge) *Africa* has wild animals by the sackful, taking in 19 individual circuits spanning the entire African continent.

From Tunisia with its rolling desert dunes, through the dense rainforest of the Congo to the modern city of Cape Town in South Africa, this is a mammoth trek through some of the most inhospitable and beautiful areas of the planet. Everything seen on screen during the game has been drawn in three dimensional polygons giving backgrounds a more solid sense of place. They also have an impressive depth of vision – the fully animated rushing water of Victoria Falls on the Kenya circuit has to be seen to be believed.

There'll be the usual choices of Single- and Two-player split-screen modes, a smattering of licenced cars from well-known manufacturers including Subaru and Mitsubishi, plus surround sound using Sony's S-Force technology that creates a 3D aural image through normal stereo speakers. *GTC Africa* will be released for PS2 through Rage at the end of 2001. ☐ **PF**

coin-op

With **Rowan McIntyre**, Deputy Editor of coin-op bible *AB Europe*.



It's war: *VF4* (left) and *Tekken 4* vie for gamers' attention with a blindingly fast flurry of fists.

FIGHTING TALK

Namco goes head to head with Sega in beat-'em-up battle.

AS THE COIN-OP market enters the summer season, manufacturers tend to go quiet as the arcades hungrily await the holidaying hoards. This year, many would be forgiven for not noticing the difference when it comes to one of the biggest game-makers, Namco.

The company's software division has not contributed to a coin-op release since the debut of *Ridge Racer V* last October. All that is about to change, with a stack of new releases including the latest instalment of Namco's classic fighting game, *Tekken 4*. Slated for a coin-op release at the end of the month, the game will feature new characters, new moves and new locations. It will also see the return of one of the great arcade rivalries, as Sega unleashes *Virtua Fighter 4* at the end of the summer. Seeing the two titles side-by-side once again will stir fond memories for many coin-op fans who remember those halcyon days of arcade gaming.

Both games are planned for release on the PS2 early next year, with Sega likely to beat its competitor to the punch, so to speak. *Virtua Fighter 4* is expected around Jan/Feb, while *Tekken 4* isn't likely to be seen before March/April 2002.☐ **RM**

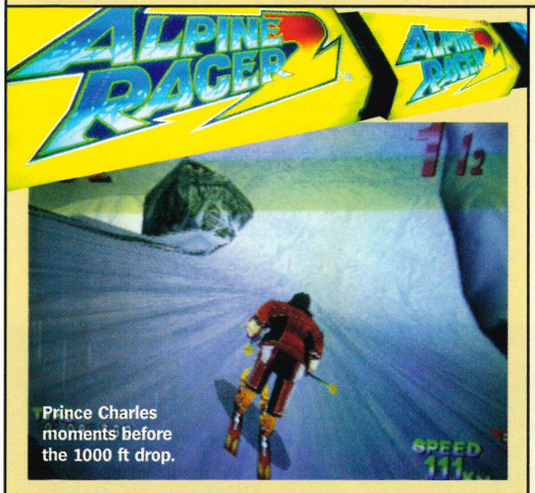
For more *Tekken 4* info, turn back to page 43 now.

lost classics

Games of arcade past.

#12: SINISTAR (1982)

Despite the ongoing demise of the Williams/Midway arcade division, there is no doubting that the company made some great games of the past. Not least *Sinistar*, a kind of *Asteroids/Defender* hybrid that involved shooting space rocks, collecting crystals and building bombs to destroy a completely evil, big, floating face. Addictive gameplay, surreal scenario, pure quality.



Prince Charles moments before the 1000 ft drop.

ICE STORM

Namco goes downhill in *Alpine Racer 3*.

Although less likely to make it on to a consumer platform, another of Namco's popular arcade series is set for a new addition. Under the working title of *Alpine Racer 3*, Namco is to make a return to the silvery slopes of the skiing game after a break of around three years. And, for all you boarders out there, forget the snow scene, *AR3* will be followed up by an as yet un-named surfing-sim – totally tubular, as they probably say.

SCOPE'S RANGE WIDENS

Konami's *Silent Scope EX* shoots up the place.

Following the phenomenal success of the first two *Silent Scope* coin-op pieces, Konami has rewarded eager fans with a more arcade-oriented follow up. *Silent Scope EX* features an extra large 38 inch screen and improved graphics, thanks to the proprietary Viper hardware. The gameplay itself has also been adapted to make it more arcade friendly, with shorter mission levels taking the place of the normal story line. Despite these changes, Konami insiders wouldn't rule out the likelihood of a console release and gamers can be confident that Konami has the PS2 as a high priority.

Shoot you, sir: No Dallas 'Grassy Knoll' level yet.

SPY

THE BIG HURT

Take 2's *Max Payne* shoots up the PlayStation 2.

THE ANNOUNCEMENT THAT Rockstar is converting the spectacular PC game *Max Payne* to PS2 should be greeted with much rejoicing and dancing in the streets. If you're unfamiliar with the hype surrounding the Remedy/3D Realms-developed title, *Max Payne* is a raw third-person action adventure, starring a cynical New York cop who seeks revenge after his parents are murdered and he is framed for the killing of his police chief by an evil Mafia crime syndicate.

Max Payne takes its inspiration from Hollywood movies by Tarantino, the Wachowski Bros and Hong Kong action cinema, treating players to sequences where they can storm into a building and let rip with a tremendous hail of bullets, splitting apart furniture, sending objects flying and cutting any bad guy in the vicinity to fleshy ribbons. An extremely cool cinematic power-up can be used to slow the action right down, twirling the camera around Max 360 degrees as he systematically picks off each enemy with a double-handed round of gunshots.

Rockstar is promising to keep the dark, film noir appeal of the game for PS2, which has cut-scenes presented as a graphic novel with an atmospheric Philip Marlowe-style private detective voiceover. Expect an 18 certificate too, with a heavy dose of ultraviolence and disturbing torture sequences set amongst the litter-strewn NYC back streets, dirty subways and sleazy tenement blocks overrun with your everyday neighbourhood crack whores. *Max Payne* is due for a winter 2001 release through Rockstar – more news soon. ☐ JS

**Check out the Max Payne Web site – maxpayne.godgames.com. Big ups to PC Gamer.*

Max Payne struggles to look hard after receiving a particularly full-on wedgie.

BLUE LINES

***Vampire Night*, the System 246 arcade shooter developed by Namco and Sega is on target for a PS2 release next year utilising the G-Con 2 light gun ›› Square has begun airing a *Final Fantasy X* television advertisement in Japan, featuring exciting clips of the eagerly awaited PS2 RPG on sale in Japan on July 19th – it's next summer for us 'lucky' UK gamers ›› *WWF Smackdown!* developer Yukes is working on a PS2 title for Eidos called *EOE: Eve Of Extinction*, featuring a character fighting against an evil bioengineering company**

ON THE CREST OF A WAVE

Make a splash in Opus Corporation's Jet-Ski-endorsed *Wave Riders*.

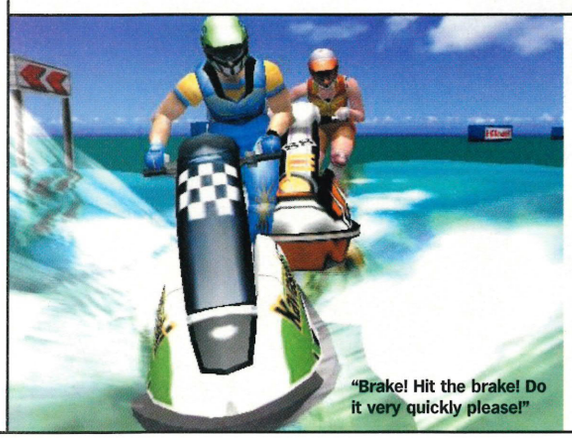
THE FIRST OFFICIALLY LICENCED Jet-Ski game, *Wave Riders* is being developed for PlayStation 2 by Japanese developer Opus Corporation, recently responsible for the ultraviolent PSone beat-'em-up *Ultimate Fighting Championship*. It joins Sea Doo sim *Splashdown* as one of two high speed water racers coming to the console.

By working closely with the Jet-Ski manufacturers Kawasaki and watersport accessory experts Jet Pilot, Opus has been able to recreate an authentic look for the game, complete with all the actual trademark livery and designs splattered on the various player craft and wet suits.

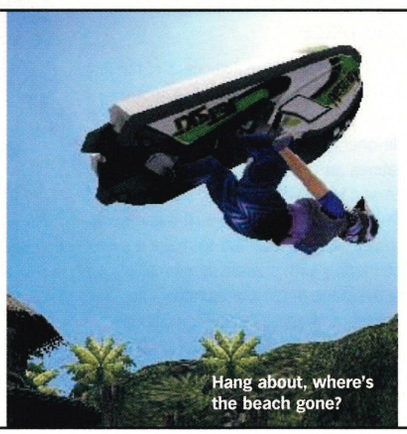
But the star of the show in *Wave Riders* is, of course, those *Splashdown*-rivalling water effects, utilising what Opus call a 'GZWave Engine' that creates incredibly realistic waves and water physics. As our exclusive shots show, things are looking very watery indeed.

A multitude of game modes including Championship and Freestyle mean that players can race around diverse locations that include the Norway fjords, or they could always choose to launch their Jet-Skis off rolling breakers for sickness-inducing stunts off the beaches of Florida.

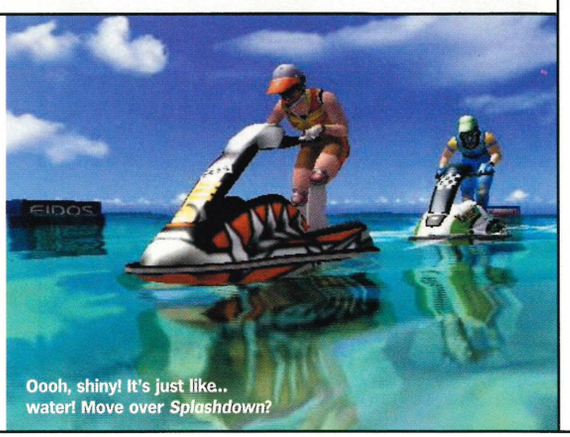
Opus has also made sure that PlayStation 2 buffs can go head-to-head in a stunning two-player split-screen battle, that retains all of the single-player game's speed while keeping the eye candy as sparkling as it should be. *Wave Riders* is skimming towards a winter 2001 release through publisher Eidos – more news soon. ☐ **JS**



"Brake! Hit the brake! Do it very quickly please!"



Hang about, where's the beach gone?



Oooh, shiny! It's just like.. water! Move over *Splashdown*?

***World Rally Championship 2001*: Due from SCEE at the end of the year.**

SPY

incoming

Need to know when a game is coming out? Look here.

August 2001	Genre	Publisher
Dave Mirra Freestyle BMX 2	Extreme sports	Acclaim
Extreme-G 3	Future racer	Acclaim
Madden NFL 2002	Sports sim	EA Sports
Supercar Street Challenge	Arcade racer	Activision
Tokyo Xtreme Racer	Arcade racer	Ubi Soft

September 2001	Genre	Publisher
Alone In The Dark: The New Nightmare	Adventure	Infogrames
Dark Cloud	RPG	SCEE
18 Wheeler	Arcade racer	Acclaim
Ephemeral Fantasia	RPG	Konami
Evil Twin	Adventure	Ubi Soft
F1 Championship Season 2001	Racing sim	EA Sports
Frank Herbert's Dune	Adventure	Cryo
Freakout	Platformer	Swing
Giants: Citizen Kabuto	Strategy	Interplay
Legion: Legend Of Excalibur	Strategy	Midway
Lotus Challenge	Racing sim	Virgin
MX 2002 featuring Ricky Carmichael	Extreme sports	THQ
NHL 2002	Sports sim	EA Sports
Paris-Dakar Rally	Rally sim	Acclaim
Project Eden	Adventure	Eidos
Resident Evil Code: Veronica X	Adventure	Capcom
Rune: Viking Warlord	Adventure	Take 2
Spy Hunter	Arcade racer	Midway
Thunderhawk: Operation Phoenix	Action	Eidos
World Championship Snooker	Sports sim	Codemasters

October 2001	Genre	Publisher
Age Of Empires II	Strategy	Konami
AirBlade	Extreme sports	SCEE
Arctic Thunder	Arcade racer	Midway
Batman Vengeance	Action	Ubi Soft
Conflict Zone	Strategy	Ubi Soft
Crash Bandicoot: The Wrath Of Cortex	Platformer	Universal
Driven	Arcade racer	BAM!
Grandia II	RPG	Ubi Soft
Grand Theft Auto 3	Action	Rockstar
Herdy Gerdy	Platformer	Eidos
Hidden And Dangerous 2	Action	Take 2
James Bond 007... Agent Under Fire	Action	EA
Klonoa 2	Platformer	SCEE
Motor Mayhem	R/S	Infogrames
MX Rider	Extreme sports	Infogrames
No One Lives Forever	FPS	EA
Shadow Man: 2econd Coming	Adventure	Acclaim
Soul Reaver 2	Adventure	Eidos
The Weakest Link	TV tie-in	Activision
Twisted Metal: Black	R/S	SCEE

Winter 2001	Genre	Publisher
Blood Omen 2	Adventure	Eidos
Cool Boarders 2001	Extreme sports	SCEE
Commandos 2: Men Of Courage	Strategy	Eidos
Conflict: Desert Storm	Adventure	SCi
Deus Ex	FPS	Eidos
Devil May Cry	Action	Konami
Dropship	Strategy	SCEE
Endgame	Light gun action	Empire
Eve Of Extinction	Action	Eidos
FIFA 2002	Sports sim	EA Sports
Good Cop, Bad Cop	Action	TBC
Jak And Daxter	Platformer	SCEE
Kelly Slater's Pro Surfer	Extreme sports	Activision
Kessen II	Strategy	EA
K-Project	Shooter	SCEE
Police 24/7	Action	Konami
Prisoner Of War	Strategy	Codemasters
Rayman M	Platformer	Ubi Soft
Robot Wars	Action	BBC
Salt Lake 2002	Sports sim	Eidos
Silent Hill 2	Adventure	Konami
Silent Scope 2: Dark Silhouette	Shooter	Konami
Shaun Palmer's Pro Snowboarder	Extreme sports	Activision
Sled Storm 2	Extreme sports	EA Sports Big
Smuggler's Run 2	Arcade racer	Rockstar
Soldier Of Fortune	FPS	TBC
Spyro The Dragon 4	Platformer	Universal
Star Trek: Shattered Universe	Space shooter	Interplay
Star Trek Voyager: Elite Force	FPS	TBC
Tony Hawk's Pro Skater 3	Extreme sports	Activision
Tribes 2	FPS	Universal
Wave Riders	Arcade racer	Eidos
Who Wants To Be A Millionaire 2nd Edition	TV tie-in	Eidos
WipEout Fusion	Future racer	SCEE
World Rally Championship	Rally sim	SCEE
WTA Tour Tennis	Sports sim	Konami
WWF SmackDown! "Just Bring It!"	Wrestling	THQ
Zombie Revenge	Adventure	Acclaim

2002 TBC	Genre	Publisher
Aliens: Colonial Marines	FPS	EA
Black And White	God sim	EA
Broken Sword: The Sleeping Dragon	Adventure	TBC
Capcom Vs SNK 2	Beat-'em-up	Capcom
Duke Nukem Forever	Adventure	Rockstar
Ecco The Dolphin	Adventure	SCEE
Exo	Action	Infogrames
F355 Challenge	Racing	SCEE
Final Fantasy X	RPG	SCEE
Half-Life	FPS	Universal
Headhunter	Action	SCEE
Ico	Adventure	SCEE
Kinetica	Arcade racer	SCEE
Kingdom Hearts	RPG	SCEE
Mafia	Action	Take 2
Mat Hoffman's Pro BMX 2	Extreme sports	Activision
Maximo	Platformer	Capcom
Max Payne	Action	Rockstar
Medal Of Honor: Fighter Command	Flight action	EA
Medal Of Honor: Frontline	FPS	EA
Metal Gear Solid 2	Adventure	Konami
Mike Tyson Boxing	Sports sim	Codemasters
Moto GP 2	Arcade racer	SCEE
Onimusha 2	Adventure	Capcom
Pirates Of Skull Cove	Strategy	EA
Primal	Action	SCEE
SOCOM: US Navy Seals	Combat sim	SCEE
Spider-Man The Movie	Action	Activision
Star Wars Racer 2: Revenge	Arcade racer	Activision
State Of Emergency	Action	Rockstar
Stuntman	Arcade racer	Infogrames
SSX Tricky	Extreme sports	EA Sports Big
Tekken 4	Beat-'em-up	SCEE
The Getaway	Arcade racer	SCEE
The Lost	Adventure	Crave
The Simpsons: Road Rage	Arcade racer	EA
Time Crisis 2	Lightgun action	SCEE
TimeSplitters 2	FPS	Eidos
Tomb Raider: Next Gen	Adventure	Eidos
Turok Evolution	FPS	Acclaim
Vampire Night	Light gun game	SCEE
Virtua Fighter 4	Beat-'em-up	SCEE
World Sports Cars	Racing sim	Empire

**Game release dates are correct at the time of going to press.*

KEY FPS – First Person Shooter; R/S – Racer/Shoot-'em-up; RPG – Role-playing game

MOST WANTED

Ten of *OPS2*'s most wanted games. Next month, it's your turn.

1 METAL GEAR SOLID 2: SONS OF LIBERTY
You *know* how good this game is going to be.
Release Date: Feb/March 2002

2 WINNING ELEVEN 5
(UK name TBC)
The UK version will be better. We can hardly wait.
Release Date: Nov 2001

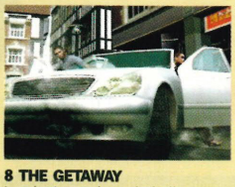
3 TOMB RAIDER: NEXT GEN
It's Lara but not as you know her. Core promise a radical departure from *Tomb Raider*.
Release Date: Late 2002

4 TEKKEN 4
The return of the king of fighters. Features fully 3D fighting arenas.
Release Date: Spring 2002

5 MEDAL OF HONOR: FRONTLINE
Dreamworks' excellent WWII shooter series debuts on PS2.
Release Date: Spring 2002

6 STUNTMAN
From the makers of *Driver* – featuring the coolest stunts from movie history.
Release Date: Spring 2002

7 K-PROJECT
Abstract 3D blaster of maniacal proportions, set inside your PS2 from the mind of Mizuguchi.
Release Date: Nov 2001



8 THE GETAWAY
London's seedy underbelly exposed in this brilliant gangland driver/action title.
Release Date: Spring 2002

9 HERDY GERDY
Herding-based adventure. Sounds rubbish, actually a work of genius.
Release Date: Oct 2001

10 TIMESPLITTERS 2
GoldenEye-esque first-person shooter sequel.
Release Date: March 2002

YOUR GO!
We want to know what your most wanted games are. Drop us a line with the games you can't wait for and a photograph of yourself and we'll do the rest.
Most Wanted, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Email **PS2@futurenet.co.uk**

the beautiful game

OPS2 continues its search for the most amazing PS2 games never conceived. This month: The best snowboarding game in the world ever.

1. SUPERSNAPS
The ability to create your own characters by mapping in any face – including friends, celebs or your own mush, by using a digital camera plugged into the PS2's USB port. Cue the sight of you personally pushing the latest teeny band sensation over a precipice, closely followed by the entire *Big Brother* cast from Series One. And Two.

2. KISS-ASS RAWK
The chance to career into and decapitate members of US shorts metal bands like The Offspring, Limp Bizkit, Blink 182, Everclear and Lit whose insipid, sub-Chili Peppers corporate cack often crops up on these type of things.

3. COUP DE GRACE
The game will featire comedy ski school lines which can be earnt as a bonus by race winners. There will also be the option to pepper the course with uncoordinated school parties and 'busty' ski bunnies whose salopettes fly off at the slightest contact with ski poles/twigs/air.

4. HANGTIME
Go online using the new official PS2 Network Adaptor and challenge your mates to a race. Famous snowboarders such as Shaun Palmer would be forced, via a sophisticated ankle tagging system, to play online at any time of day or night.

5. GIBBERING WRECK
Players will have at their disposal a stockpile of hideous weapons such as rocket launchers, samurai swords and sticks with nails in them. A tap of the ◎ button will send opponents skittering merrily down the virgin white slopes. There'll also be stupid-ass weapons and power-ups too.

6. CHAIRMAN
Realistic, innovative Board Editor allows you to experience the slopes on the board of your choice. Ironing boards (with slip cover), MDF shelving, floorboards, stiff corpses and varnished Welcome mats are all available. Now with realistic physics!

7. 720° TUMBLE DRY
Our perfect snowboarding game has a catalogue of hundreds of incredible gravity-defying tricks and combos for garnering huge amounts of points. Includes an amazing quadruple, backward triple-flip combination with a vomit-inducing 360 degree knee-rotating head spin that momentarily dislocates every limb on your aching body.

8. SLIPPERY-SLIDEY
The silky intuitive controls of *SSX* mixed with the delightful analogue feather-touch of the N64's *1080 Snowboarding*.

*Superb Snowboarding

ILLUSTRATION: BEN KIRCHNER

9. ME BEST MATE
Après ski mini-game fusing first-person shooter mechanics with Japanese dating game sensibilities. Chase guffawing, toothsome public school oiks in dodgy, Fat Face fleeces around the lodge with sharpened fondue forks and pots of molten cheese, or just sit by the bar 'interacting' with bored chalet maid via on screen prompts.

10. BOMB THE BASE
Particular levels will give gamers the opportunity to take on real world locations – snowboard down Everest, stalefish along New York City's Chrysler Building or just grind London's Tower Bridge.

11. BURN, BABY
Realistic weather with Greenhouse Effect Overdrive Option™. As you start your race, the sun gradually rises, melting all in its path. You are forced to make it to the finish line before all the snow and ice melts and the bears emerge looking for brunch. And Kevin Costner turns up.

12. SHUPERB
Bonus Missions including Paparazzi Pursuit Mode where you get points for taking snaps of Royal family members with unusual piercings. Also, James Bond missions incorporating cutting edge Crap Shot™ enemy AI and snowboarding pursuers who strangely explode on hitting trees. As you would.

SPY

FRENCH TICKLERS

Rayman M, Tokyo Xtreme Racer and *Evil Twin* given a once-over.

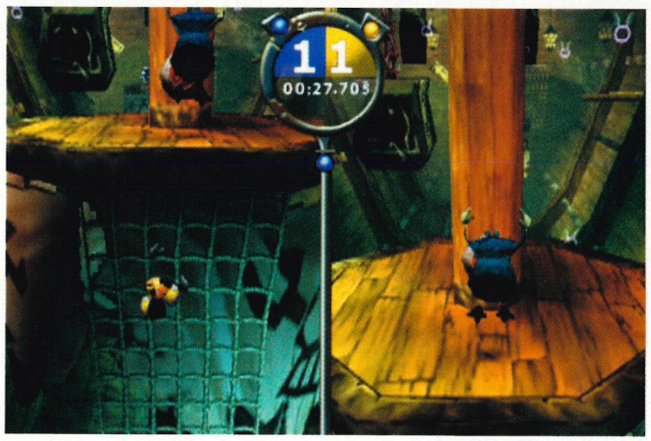
CHRIST, IT'S EIGHTY degrees outside, we're eating ice creams and games developers are *already* preparing for the Christmas games rush. Hence these three new games from French publishers, Ubi Soft.

Ubi Soft's big title for Christmas is the latest in their cutesy platformer franchise, *Rayman M*. However, this is not a sequel to *Rayman Revolution* – it's a platformer/racing hybrid. The characters from *Revolution* must race head to head over a series of 'platform tracks', running, jumping, climbing and being limbless as they go. To add a bit of spice to the gameplay, there are also switches which can be used by the player behind to activate traps and slow the leader down.

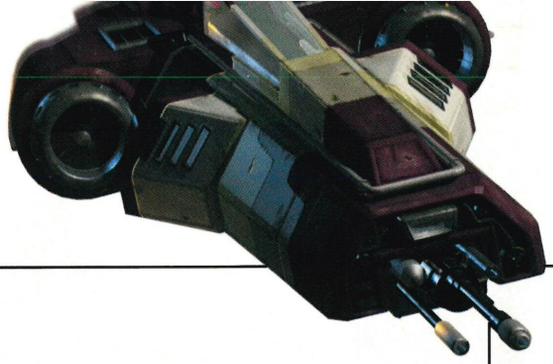
Tokyo Xtreme Racer owes a lot to *Gran Turismo* but instead of racing on circuits the world over, you take to Tokyo's motorways. It's a boy racer's dream.

Finally there's *Evil Twin*, where your character, Cyphrien, is transported to a parallel universe to help save the world. You get to solve puzzles as both good and evil versions of your character in this nightmarish platformer. We'll be having a closer look at these three games next issue. ☐ **NJ**

(Top) ***Evil Twin*** **robs at least one idea from** ***Zelda.*** **(Middle)** ***Tokyo Xtreme Racer.*** **(Below) Rayman & Co go head to head in the platform/racer** ***Rayman M.***



SPY



(From left) Racing through clouds; boosting arrows; in-cockpit view proves the most challenging.

SPEED THRILLS

WipEout Fusion makes stunning progress.

THE LATEST 'WORK in progress' code from SCEE's Studio Liverpool shows that *WipEout Fusion* is everything we hoped for. The key elements for a top racer seem well in place – rollercoaster tracks, opponents that respond like real drivers and, naturally, the game moves at a lightning pace. This latest code also reveals three new weapons – the Grav Stinger, Grenades and the Proton Cannon.

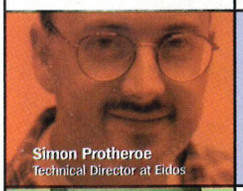
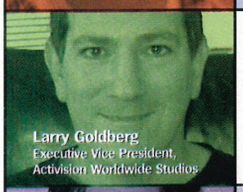
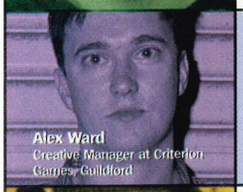
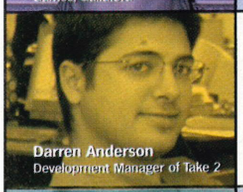
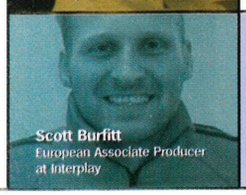
The Grav Stinger drops some kind of disrupter thing behind your ship that messes with the engine of someone who flies over and slows them to a frustrating halt for a few seconds. Grenades are well, just what they sound like – this power up fires three bouncing bombs forward of your craft. Collecting the Proton Cannon meanwhile gives you a very powerful forward firing gun.

Pleasingly, the AI of the computer opponents is coming on a treat. Unlike the PSone games, where the other racers simply followed a pre-set route around the track, the ships in *WipEout Fusion* have their own agendas, fighting among themselves, taking different routes across the more open areas of the courses and making mistakes. This has the effect of making the race different every time you play.

WipEout Fusion is set for a winter release and, with its advanced AI and brilliant balance between racing and fighting, promises to rewrite the books on how to do futuristic racers. Watch out for a more in-depth look in these pages in the coming months. ☐ **JS**

5x5

Every issue, we put five questions to five industry professionals.
This month: PS2 online gaming

	How important is online gaming to the PS2?	How can the PS2 attract mainstream gamers toward its online content?	What can online gaming offer that regular non-networked games can't?	What PS2 gaming innovations do you see happening online over the next five years?	Which PS2 game are you most looking forward to being able to play online?
 **Simon Protheroe** Technical Director at Eidos	At present, online gaming is not particularly significant to PS2. Over the next few years that will change as online gaming becomes increasingly important on all platforms. At that stage, PS2 will need a large, active community of online gamers to maintain its lead.	The only thing that will guarantee bringing gamers online is compelling content. Other things which will help kick-start the move include well-known game titles appearing online and a pricing structure that makes value-for-money transparent.	The ability to play with, or against, real people. No matter how sophisticated the AI gets, nothing can compare to the experience of playing a human being – and beating them hollow!	As an online gaming community builds up, I expect to see more ambitious games that make use of a variety of different interfaces – consoles, Web browsers on PCs, wireless devices including PDAs and mobile phones, maybe interactive TV – to build a truly immersive experience.	*TimeSplitters 2.* **Eidos' TimeSplitters 2 should be out March 2002, check the latest on www.frd.co.uk/ts2.html.*
 **Larry Goldberg** Executive Vice President, Activision Worldwide Studios	It'll probably take some time for most console users to incorporate online gaming into their PS2 experience. So in the short-term, it's not nearly as important as the overall quality of the single player games coming out on the system. In the long-term, however, it should become very important.	Make the content very easy to access!	Multiplayer games without a split-screen. More than four-player multiplayer games. Player matching. Tournaments.	I see PS2 games taking on more a community feel through online gaming. Players will be able to taunt and joke with each other while they compete. Voice communication will also become part of the experience. Users will be able to more easily create new levels that they can then trade with their friends.	*Tony Hawk's 3*, of course! **Tony Hawk will be visiting the PS2 in November.*
 **Alex Ward** Creative Manager at Criterion Games, Guildford	Very important. The broadband revolution may just appear faster than we think it will. This is a fast moving business so PlayStation will always move with the times. I think Ken Kuturagi and his team around the world will be the pioneers of the mainstream broadband entertainment revolution.	Because it's PlayStation. The brand is one of the biggest youth brands there's ever been and there is an almost fanatical loyalty to it. The games experiences we are familiar with today will evolve into very broadband global gaming events. Can you imagine racing in a *Gran Turismo* tournament with players from around the world?	More interactivity, more possibilities. Online gaming *can* offer so much more. It's just that so far it's been limited to quite simple game experiences. There's more to online gaming than *Quake, Counter-Strike* and *EverQuest*. We're talking about some big changes here to the way we are entertained so I think it will take some time.	One that I'm definitely following is the evolution of *Final Fantasy* by Square in Japan. The Play Online demonstrations that have been shown in Japan are incredible. I think broadband gaming will open up the world of *Final Fantasy* to more game players than are currently interested in it.	I'm a big fan of EA's *Medal Of Honor* games and I'm really looking forward to playing the new PS2 games that are in development. It's like being the star in your own WWII film. I'd love to have a few friends join me online in some top secret mission behind Jerry lines. **Look out for AirBlade in October and Shiny Red Car (working title) this Christmas.*
 **Darren Anderson** Development Manager of Take 2	To an old gamer like myself, online play opens up a world of gameplay possibilities that you just don't get in single-player environments – I think online gaming is important full-stop. What I'm not so certain of is whether the mass-market will adopt online gaming just yet. The question may be, 'How important is the PS2 to online gaming?'	Don't let the technology get in the way of the action!	I'm really into co-operative play at the moment. Games like *Counter-Strike* and *Tribes 2* are so addictive because of it and I think this plus the old random human element, would be the basic extra mechanics to make this a different world.	Obviously, there's the episodic stuff. This is going to be great for all concerned – as long as each episode is reasonably priced, of course, and the industry doesn't just see it as another revenue stream.	Anything that supports team work will do for now but if a game like *4X4 Evolution* could be online, and I mean the full competition structure not just quick races, that'd be really cool too. **Max Payne (this Winter) and Grand Theft Auto 3 (October) are Take 2's big new games.*
 **Scott Burfitt** European Associate Producer at Interplay	So far the products of the games industry are mainly tailored towards a limited level of social interaction. This frustrates some people – who would rather go to the pub! Online gaming, or 'playing' as I prefer to call it, is one of the attributes of PS2 that could open up and attract a whole new audience.	The simple response to this is, 'Make content that appeals to users' needs and wishes'. Games like *Quake* and *Unreal Tournament* do offer gameplay that caters for some of these needs – however it is clear to me that there is still some way to go. After all, how many middle-aged mothers can you see fragging their coffee morning friends?	The main thing is social interaction. At the moment I mainly play games when I want to get away from things, and get involved in my own little world. But I would love to play videogames that allow me to share a world with others!	In terms of technology? Broadband and voice communication are on the cards. In terms of gameplay? Worldwide communication, proper language translating software and world building tools. No doubt there will be others, but my crystal ball is a bit quiet at the mo'.	I'm just hoping they make an online version of *ISS*. Just imagine, 22 players playing on the same pitch, from 22 PlayStation 2s around the world. You could even have a 23rd player taking control of the ref! **Interplay are readying Baldur's Gate 2 for an October release.*

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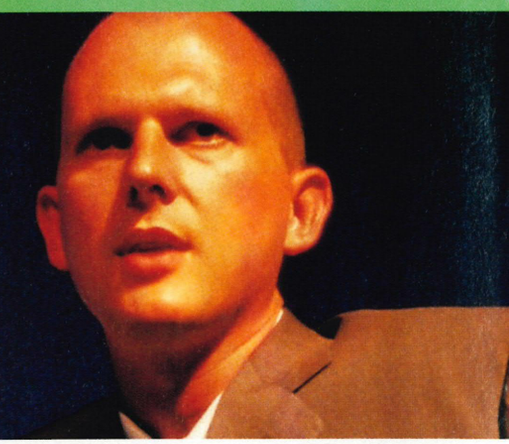
WORDS: SAM RICHARDS/PHOTOGRAPHY: GAVIN ROBERTS/ILLUSTRATION: LEE WOODGATE

NETWORK HEAVEN



Sony's E3 pronouncements left the gaming world in no doubt that the future of PlayStation 2 is online – but what will it all mean to you? Answering the whats, the whys, the whens and the hows of the Network Adapter and the Hard Disc Drive is Senior Vice-President of SCEE, **Phil Harrison**.

As we reported last issue, a day before May's E3 game show, Sony Computer Entertainment revealed exactly how its online plans will take shape. A piece of equipment called the Network Adapter will be released for $39.99 (the equivalent of about £30). This small but momentous rectangular plate attaches to the back of the PlayStation 2 and allows you to connect to the wonderful world of the Internet. In fact, the Network Adapter is actually two devices in one. The first is an analogue 56k modem, the standard speed modem used by most current home computers to connect to the Internet. The second is an Ethernet connection designed for users with a cable TV connection in their homes. Cable can provide a more reliable Internet service than analogue connections, at a much higher bandwidth (a service such as this is classed as broadband).

A number of strategic partnerships were announced by Sony at E3 – you will surf the Net from your PS2 using Netscape as a browser and AOL as your Internet Service Provider (although the AOL deal hasn't yet been confirmed for the United Kingdom).

//"Within five years you will probably be able to download an entire film or game at the click of a button"//

The software required to run these programs will be contained on a disc that will come packaged with the Network Adapter. This Internet connection is also your gateway to a world of online gaming.

At the same time as the Network Adapter, Sony will also release a Hard Disc Drive (HDD). This is likely to retail for about £200 and slot into the expansion bay on the back of your PS2. The purpose of the HDD is to store large amounts of data – so we're not just talking game saves, but ultimately entire games that you have downloaded from the Internet. In combination with the Network Adapter, the HDD opens up all kinds of new gaming possibilities, particularly the ability to download additional levels, features and episodes. The HDD will store 40Gb of data (about eight DVDs).

It was originally thought that the HDD and Network Adapter would be part of the same piece of kit. However, Sony is deliberately selling the devices separately in order that gamers unable to afford the expensive HDD can still enjoy the pleasures of Net surfing and online gaming. It's still likely that in the future Sony will announce smaller capacity HDDs (probably 20Gb and 10Gb) that will retail for less.

So these are the basics of Sony's online PS2 strategy, but at this early stage, there are still undecided issues. One of the men with his finger on the pulse within SCEE is Senior Vice-President Phil Harrison. *OPS2* pestered him royally in order to elicit the information *you* asked to know about.

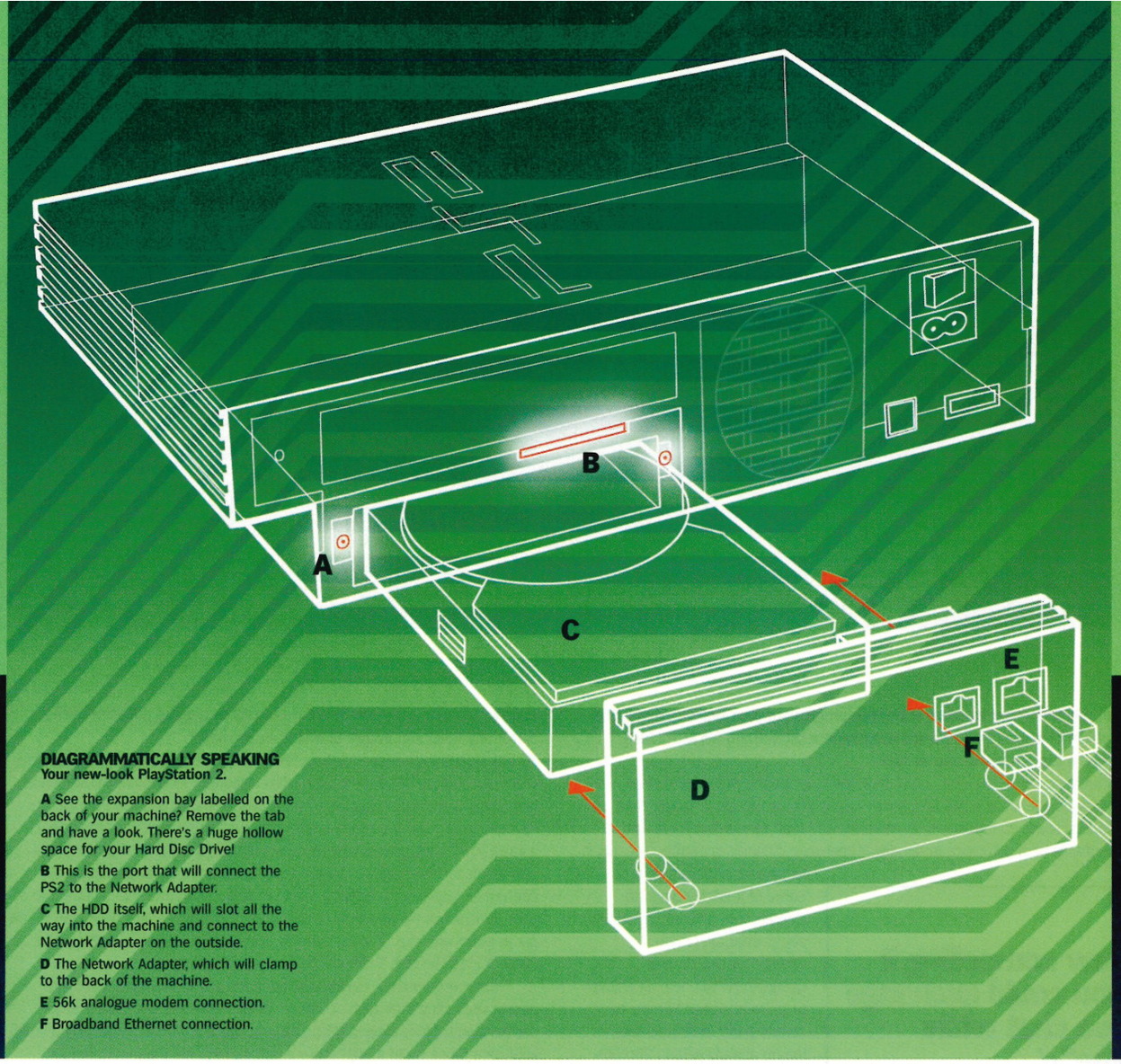
Sony has announced a number of strategic partnerships with the likes of Web specialists Macromedia – who make Flash – and Java. What does this mean for the PS2 user?

Flash is effectively the standard program for animation on the Web. I don't know of a Web user who doesn't have Flash installed. There are two benefits to a partnership with Macromedia. Firstly it lets PS2 users view Flash-enabled sites. Secondly, bearing in mind there are 700,000 Flash developers around the world, it gives us access to 700,000 new content providers. Obviously, some of that stuff is really, really interesting to the PlayStation 2 user. There's a whole culture of Flash cartoons on the Web.

Even before we had any relationship with Macromedia, we'd written a Flash player at our Team Soho studios for front-end menus for PlayStation 2 games. It turned out that the content designers we were hiring for this type of job were all Flash experts so it made sense to work in their familiar medium. Flash is a design tool, so development can become more of a direct artistic process than a matter of programming. The same goes for Java.

What is the benefit of Sony's partnership with Real Networks?

RealPlayer 8 delivers streaming media content. There are 25,000 Internet



DIAGRAMMATICALLY SPEAKING
Your new-look PlayStation 2.

A See the expansion bay labelled on the back of your machine? Remove the tab and have a look. There's a huge hollow space for your Hard Disc Drive!

B This is the port that will connect the PS2 to the Network Adapter.

C The HDD itself, which will slot all the way into the machine and connect to the Network Adapter on the outside.

D The Network Adapter, which will clamp to the back of the machine.

E 56k analogue modem connection.

F Broadband Ethernet connection.

radio sites out there plus countless sports, news, music and film sites streaming audio and video, essentially using the Web as a broadcasting platform. The PS2 user will have access to all this.

Is the primary idea of these partnerships with Macromedia, Real Networks et al to allow PS2 users who don't invest in a Hard Disc Drive to be able to gain access to the majority of Web content?
Yes, but don't just think about them as being adjuncts to a Web browser, think about the technology being embedded within games. I can imagine RealPlayer being embedded into a sports game so you can have a window streaming in real-life sports entertainment news or footage as you play. The real benefit of these partnerships is to allow us very quickly to broaden the type of content that is available on PlayStation 2. When you start blending games and streaming content you can do some very interesting things. The gauntlet is being thrown to developers.

The idea is that we work with as many open standards as possible, be they Java, Flash, Linux, whatever, because PS2 is an open platform. From PS2 to infinity!

What's the benefit of Sony's partnership with AOL?
This partnership is somewhat US-centric at the moment. AOL is the largest ISP and content provider in the US with something like 26 million subscribers. They obviously don't have the same number of users over here, although AOL Europe is doing very well. In Europe, I think you'll see us making a number of other announcements with more Euro-centric providers. The good thing about AOL is that it gives us instant messaging, chat and email functionality on PS2.

Did you ever think about setting up a Sony ISP?
We did, but it's a very, very expensive proposition. There's a lot of consolidation in that market now and we thought it best to partner with a company who's done that hard work already.

How will PS2 users be able to store the programs that run Netscape, AOL, Flash etc without purchasing the HDD as well as the Adapter?
The likely mechanism is that a disc will come packaged with the Network Adapter containing the ISP technology and the display technology. Could these programs then be downloaded to a PS2 Memory Card for subsequent use? It's technically possible, but obviously it depends on the size of the programs, and this is partly up to AOL or the relevant ISP.

We envisage there could well be a proportion of PS2 users who only want Internet access and have no interest in downloading games content, music or videos. However, I think most fully-integrated entertainment consumers will want the Hard Disc Drive too.

How are you planning to get around the fact that text-heavy Internet pages are difficult to read on most televisions?
I think if anyone wants to do a serious amount of Web surfing via their PlayStation 2, they will be buying an XGA monitor, either Sony's own brand or one of the many third-party makes already on the market. For access to online gaming and downloadable content – which is what I really think the Network Adapter is all about – we will be producing TV-friendly graphics, just as we would within a PlayStation 2 game.

What are the details of your partnership in the UK with the cable operator Telewest?
The partnership with Telewest is only the first of a number of strategic alliances we'll be announcing in that field. We've performed broadband PS2 trials with Telewest in 'laboratory conditions' between offices, but obviously the next stage is to test a typical consumer interface. A major purpose of these trials is to find out the usage patterns of target consumers and how much they are willing to pay for these services.

As far as we're concerned, the payment model for broadband services via PS2 is very much to be confirmed at the moment. It could turn out to be anything from completely free to a subscription service to pay-per-play.

THE LOWDOWN

Network Adapter
- ☐ Price: $39.95 US £40 TBC UK
- ☐ Release date: Nov 2001 US Feb 2002 TBC UK
- ☐ Features: 56k modem or Ethernet adapter for connecting the PS2 to the Internet

Hard Disc Drive
- ☐ Price: $200 TBC US £200 TBC UK
- ☐ Release date: Nov 2001 TBC US Feb 2002 TBC UK
- ☐ Features: 40Gb of storage capacity

NETWORK HEAVEN

GLOSSARY
What are we on about? Tricky technical terms explained below.

AOL
Stands for America Online, USA's biggest Internet Service Provider (or ISP).

Bandwidth
Basically, the speed at which data can flow through an online connection, usually measured in kbps.

Broadband
A high bandwidth Internet connection able to transfer multiple channels of data simultaneously. There is no standard definition of when a connection speed becomes classed as broadband, although SCEE has quoted it as at least 2mbps (2,000kbps).

Browser
A program that allows you to view information on the World Wide Web. Virtually all computers now use either Netscape Navigator or Microsoft Internet Explorer as their Web browsers. Sony is partnering with the former for PS2 – can you guess why, readers?

CATV
This simply stands for 'cable television'.

DSL/ADSL
Stands for Digital Subscriber Line or Advanced Digital Subscriber Line. Essentially a technology for providing a high-bandwidth connection service through existing telephone lines.

Ethernet
A form of network connection that supports high bandwidths.

ISP
Stands for Internet Service Provider. A company such as AOL that provides the user with access to the Web and also often offers email and chat services, along with its own information, news and entertainment pages.

kbps/mbps
Kilobits/megabits per second, a measurement of data flow through an online connection. A megabit is 1,000 kilobits.

Massively multiplayer
An online game that supports a large number of players simultaneously. Usually used to refer to games such as Verant's *Everquest* or the forthcoming *Star Wars Galaxies* that allow players to roam in a persistent online world.

Mb/Gb
Megabytes/Gigabytes, a measurement of data storage (there are eight bits in a byte, a million bytes in a Megabyte and a billion bytes in a Gigabyte). For comparison, your PS2 Memory Card can store 8Mb of data, a DVD can store 5Gb and the Hard Disc Drive will store a whopping 40Gb.

SMS
Stands for Short Message Service. That's mobile phone text messaging to you and me.

XGA
Stands for a Extended Graphics Array. A step-up from the standard VGA in terms of hi-res monitors. Sony plan to release a XGA Monitor/Keyboard/Mouse pack in the US.

Surely the major concern about the progress of your online plans is the ability of network companies to provide a broadband infrastructure within the timescale you've set?
I understand the concern, but I think the migration to broadband is an unstoppable force. It will take time – some places will get it sooner than others, some countries will be more evolved than others and there will certainly be a difference in bandwidth between different operators. Yes, this is largely out of Sony's control. Some of it will be down to legislation in different countries about what telephone companies can do and deregulation will help as it starts to spreads across Europe. In certain parts of Scandinavia they're already getting 20mbps up and down.

//"Imagine how compelling it would be if you could exchange real-time video chat while playing a game"//

But the great majority of UK homes don't have cable access...
Well, what you've got to look at is not just access, but the number of homes that are passed by a cable. It might mean digging up the roads again but it's an inexorable process.

Do you think cable is definitely the way forward for broadband technology as opposed to satellite or DSL (high bandwidth phone line)?
The current specs for DSL as offered by the major companies are not so attractive, but we're continuing to work closely with the networks to find a solution. Whatever we decide, the PlayStation name comes with a reputation for plug-and-play simplicity and we need to uphold those core values in everything that we produce.

SCEA President Kaz Hirai shows off a Network Adapter prototype at E3.

Sony has previously given the impression that the PS2 wouldn't be going online until a comprehensive broadband network was in place. Why include the 56k modem alongside the broadband Ethernet connection?
For certain applications you don't need broadband so analogue is actually quite useful. Obviously for all the AOL applications like email and chat you only need analogue, but also massively multiplayer online games like *Everquest* don't actually spit out a great deal of data. It's about 1kbps which is well within the reach of a 56k modem.

Broadband doesn't necessarily mean faster – that depends so much on the various server connections – but it does mean wider. Imagine how compelling it would be if you could exchange real-time video chat while playing a game. That kind of thing just isn't possible with 56k.

The exchange of much larger packets of data on a broadband network will mean that the online gaming experience won't be limited to running around a pre-defined maze. You could transfer dynamic world data, such as the deformable landscapes of *Red Faction*, with far greater ease. With more Megabytes of data flying around, it's really up to developers to take advantage of the possibilities it offers.

How would you engender a culture of online gaming different to the extremely hardcore image of online PC gaming?
It's not something we can really control. I hope developers do recognise the very broad nature of game-playing skills reflected in the potential audience, but I think there will be lots of different definitions for online gaming in the PS2 era. You'll have the server-driven *Everquest*–type massively mulitplayer games, you'll have games where you're racing against one or two or three opponents for example, you'll have the games that use downloadable content to augment an existing retail product... I can imagine for example a *Gran Turismo* game where you could trade a car online and download a new car paid for with real or virtual money. There will be games which stream content from the Net. There will be online communities.

These communities are already being formed at the basic level with people uploading their high scores or fastest lap times on to the Net to compare with other players. With *Formula One 2001* you can already upload your race times on to a high score chart via SMS. It's the most popular segment on the SCEE Web site at the moment. Some 10,000 users registered with us in the first three days of the game going on sale, emphasising the demand for online communities.

We're going to do things with *World Rally Championship* whereby the top 16 players in Europe as ranked by the Web site will be invited, via a text message, to compete in a special championship together. If you're at the top of the table and then someone uploads a faster time, you could get an email or an SMS in a natural way, perhaps in the form of a commentator saying 'he's been relegated into second place!' You might even find a profile of the player who's beaten you, send them a mail, and become friends. It's all about building communities.

Do you see it as very much the individual developer's task to shape their online communities depending on the game?
Yes, and that's the beauty of the whole thing, it isn't legislated by the media or marketing or retail stocking policy. An online community lives and breathes by itself.

It's actually somewhat sad that developers work up to two or three years putting a game together and when it comes out in the shops, they wave goodbye to it forever. The idea of online communities gives the developer a chance to extend their concept if desired.

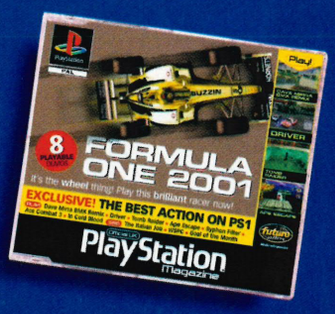
Communities also put the player in closer contact with the developer and the publisher. Developers can learn an awful lot from that relationship and hopefully produce better games a result.

Is the idea of downloadable content going to change the whole way in which we buy videogames? Will high street shops eventually become a thing of the past?
I think eventually – five years from now – downloadable content will become widely used. Within five years you will probably be able to download an entire game or film from an online library at the click of a button. But this may not change the fact that the *cheapest* way of getting five Gb of data into someone's home is on a disc – bandwidth doesn't come for free. Mine may be a contentious view, but the world is changing. Eventually you won't have to go into a store to buy software. Personally, I can't wait! □

GOT THIS?

READ THIS!

AND GET PLAYABLE DEMOS EVERY MONTH



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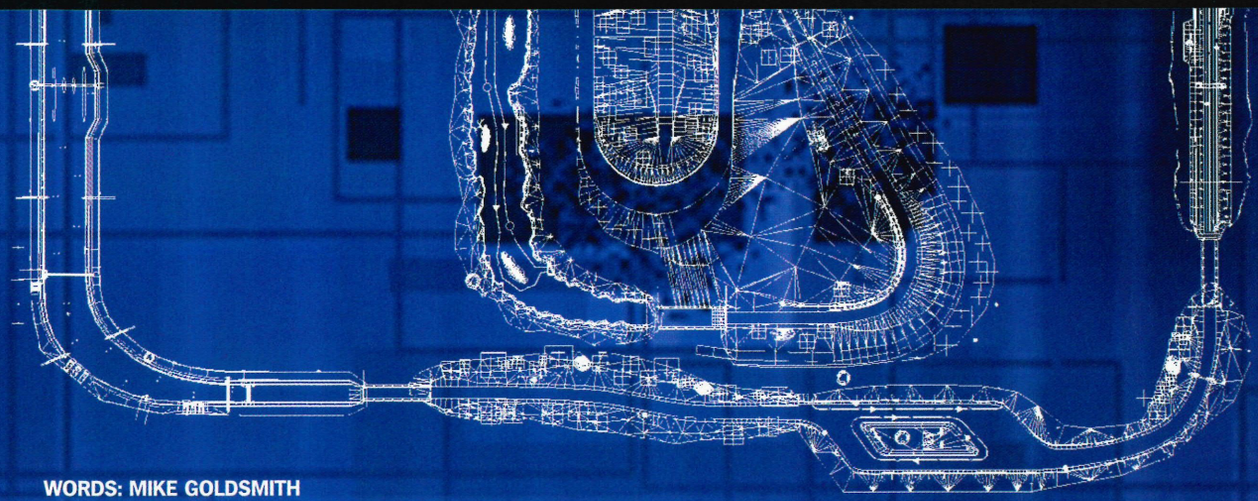
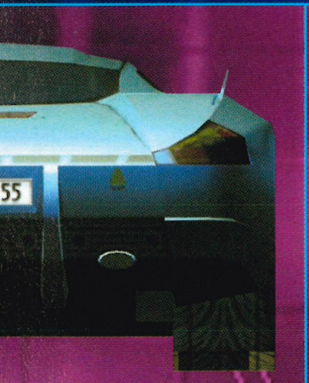
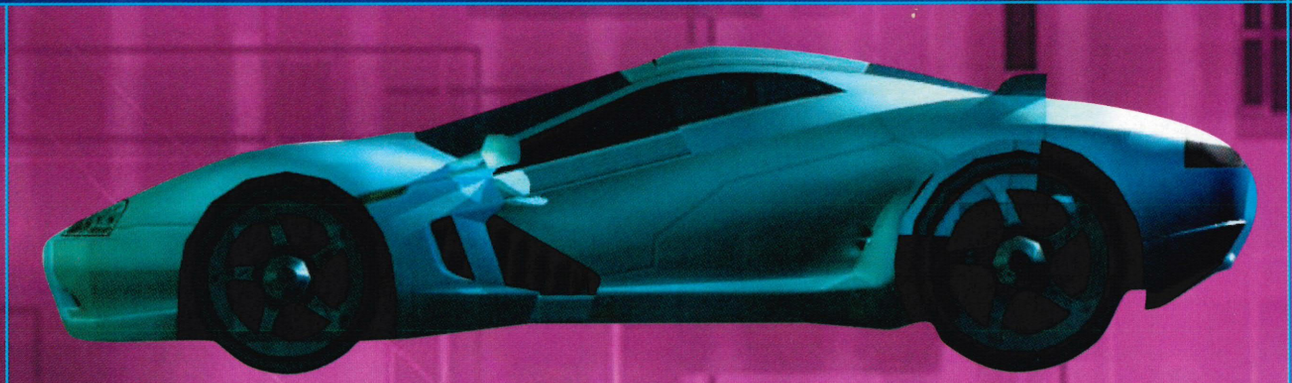


WORDS: MIKE GOLDSMITH

MISSION: IMPOSSIBLE?

How do you update a classic without screwing it up? That's the problem facing Midway as the US publisher/developer attempts to bring its arcade heritage to PS2. The game? Revered coin-op racer *Spy Hunter*. The magazine? *OPS2*. The venue? Midway's San Diego HQ. The mission? Uncover whether its Bonus Credit or Game Over for Midway...





See that crosshair? You know what we're saying here..

"Dan-dan-dan-dan-dan-dan-DAN-dan."

Okay, that 'dan' might actually be a 'dur', but whatever the approximation, sing those eight notes in a slightly menacing manner and you have Henry Mancini's classic *Theme From Peter Gunn* – the quintessential TV spy theme, 'sung' by Jake-and-Elwood-alikes at *Blues Brothers* revivals and a tune that is currently donuting around *OPS2*'s brain like a migraine joyrider. Why? Because just as the theme tune was used for a certain Midway coin-op classic nearly 20 years ago, it's now being resurrected for a new version of the game heading for PS2. And the name of that particular videogame?

"Toobin'!"

Assistant Producer Ed Tucker laughs, joined in by a few chuckles from Michael Gottlieb (Producer) and Andy Kaffka (Associate Producer). Atari Midway's paddle-a-fat-bloke-down-a-river-on-an-inner-tube arcade hit from 1988 might not be the most obvious game ripe for a PS2 makeover, but it was one of 20 or so looked at by the Midway production trio when the San Diego-based company decided it wanted to develop next-gen versions of its classic Eighties coin-ops. Other games given the once-over included *Joust* (sword and sorcery meets flying ostriches) and *Defender* (see Smart Bomb!) but the trio finally settled on an undisputed classic – *Spy Hunter*. Originally a top-down scrolling driving/action title (see A Crash Course) from Bally Midway, *Spy Hunter* is one of 'those' games that sends thirtysomethings spiralling into the depths of *I Love 1983* nostalgia. Insane speed, malicious enemies, the chance to turn from a car into a boat – the purest gameplay. It was James-Bond-meets-Knight-Rider and it gobbled your ten pence pieces like a malicious taxman.

"Management were saying, 'Do you have any lost classics, any coin-op games that never made it?'," recalls Gottlieb. "We started digging through the files and found a couple of games that didn't ship – we rapidly came to the conclusion that they didn't ship for a good reason. They sucked."

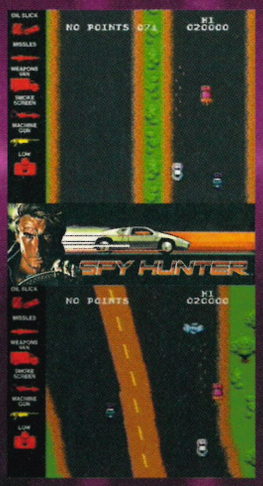
"We've looked at around 15-20 design documents but nothing really fitted," continues Kaffka. "But once we saw the design document for *Spy Hunter*, everyone saw that it could be really cool. It wasn't even a question of whether we wanted to do it or not."

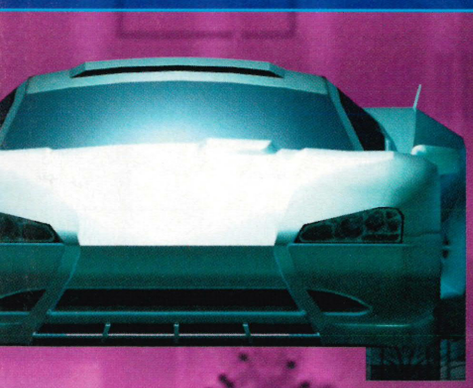
THE BEGINNING

The process began over two years ago, with confirmed *Spy Hunter* fans Paradigm Entertainment (see Paradigm Entertainment) signed up for the PS2 project. As a 2D driving game, *Spy Hunter* was an obvious choice for a move to the 3D environs of the home console but it proved a lot tougher a job than just shifting the in-game view to the driver's seat.

"*Spy Hunter* used a very simple gameplay mechanic that had to evolve," agrees Gottlieb. "The original idea of 'let's just do it in 3D and bring back the old enemies' was a good starting point, but then we did that and realised it wasn't enough. We had to do more."

Carnage at the dockyard. Switch to secondary weapon to let fly with the homing missiles!





That means missions. And set objectives. And short cuts and new vehicles and weapons and pick ups and FMV and basically everything that makes *Spy Hunter* a true PS2 game, and not a polished version of the risible arcade makeovers (stand up *Asteroids, Space Invaders, Frogger* and *Centipede*) that plagued the PSone a few years back.

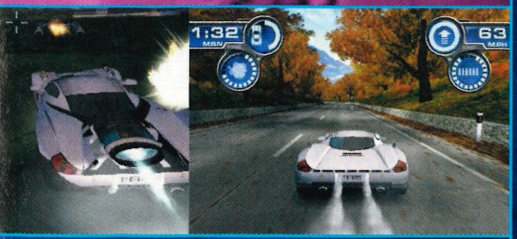
Retaining the original's breakneck speed and action-addled gameplay, *Spy Hunter* boasts 14 missions where you must take on evil multinational, the NOSTRA Corporation. Your main weapon is a cool futuristic car – the G-6155 Interceptor (think a Lotus Esprit with a Bond makeover). The G-6155 is not only armed with guided missiles, machine guns, oil slicks, cluster mines and other such 007-esque paraphernalia, it's also able to transform into a speedboat, a jet ski or a motorcycle depending on your mission/environment. Whatever your vehicle, you've got a job on your hands to avoid being rammed, shunted, shot and generally blown to bits by rabid NOSTRA agents chasing you down in cars, trucks, sedans, boats and helicopters.

TOO LEGIT – TO QUIT?

So far, so dangerous, but rather than just keeping to the 'stay alive' ethos of the original *Spy Hunter*, Midway have added narrative missions for you to complete while avoiding your inevitable digital death – accompany trucks to pick up points, pick up satellite links, blow up experimental helicopters, seek and destroy supply trucks carrying contraband – there's plenty to do in the 14 missions, and a bundle of ways to do it. You'll have to take short-cuts to make up time, get (and stay) ahead of your enemies, blow up everything in your path, liaise with your weapons truck… Transported from the original coin-op, this truck is a travelling HQ helmed by a Q type who'll supply your vehicle with new weapons for the destruction ahead. In a sentence, it's absolute bloody carnage out there. Think a mission (rather than time-based) take on the ultra-addictive panic game genre and you're close-ish to the sheer mania of *Spy Hunter*.

Back on the road/water, you'll be driving and riding through the cobbled strasse of Germany, the picturesque canals of Venice, the lush jungles of Panama plus the likes of Key West, France, England and the Middle East. *OPS2* saw an earlier version of *Spy Hunter* where looks had been sacrificed for speed and can now attest that, a few pop-up niggles aside, the game looks as good as it is fast. Considering *Spy Hunter* is very, very fast indeed, that's a compliment indeed.

What does it look like? It looks cool. Sleek hi-tech weaponry, a de rigueur *Matrix* Bit (as your G-6155 morphs into a speedboat, the camera revolves around in bullet time) arcade handling, cool animation while all



Leave a smoke screen to fend off enemies to the rear.

SPY HUNTER: A CRASH COURSE

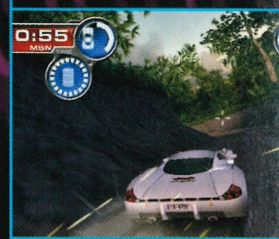
Never heard of *Spy Hunter*? Read on.

Created for the arcades by George Gomez back in 1983, Bally Midway's *Spy Hunter* was a beast like no other. Beneath a lush arcade cabinet was a game that played as good as it looked. You hit Start, you went flat out, you shot enemies and you died a lot, but it didn't matter – your 10p bought a set amount of time, so all you did when you died was hit start all over again.

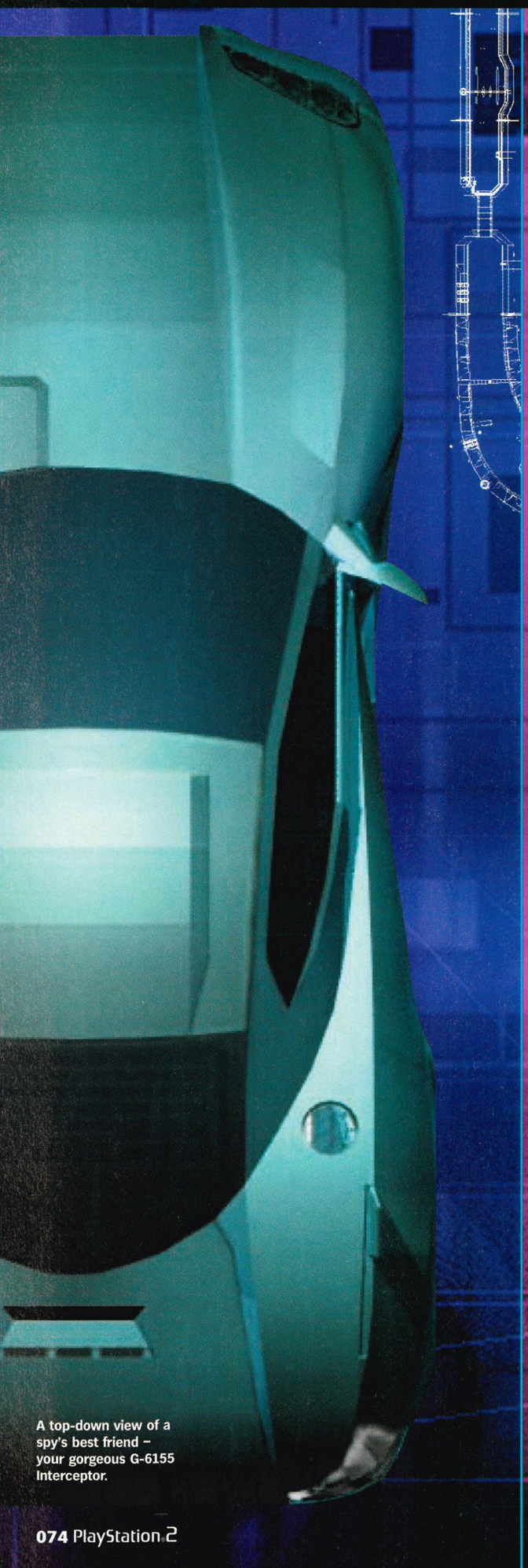
As for gameplay, what other driving game let you drop oil slicks, fire missiles, transform into a boat (head for the shed) and hit a flashing button in the middle of the cabinet's steering wheel to call up a weapons trucks – something that sent your enemies into spasms of rage as they tried to prevent you getting a new set of missiles.

Cool vehicles, ultra-responsive controls, classic top-down view and a theme tune (*Theme From Peter Gunn*) that made all other games sound like rubbish, at the time *Spy Hunter* was truly the nuts.

Want to play it now? Midway's Andy Kaffka hinted the original could find its way into the PS2 version but if that doesn't happen, hunt down a copy of *Arcade's Greatest Hits: The Midway Collection 2*, which features the original *Spy Hunter* plus *Burger Time, Blaster, Joust 2, Root Beer Tapper, Splat* and the classy *Moon Patrol*. Or, webbed-up gamers should head to www.midway.com or www.shockwave.com for free on-line versions of *Spy Hunter* and other such Bally Midway classics as *Robotron, Defender, Joust* and the mighty *Sinistar*.



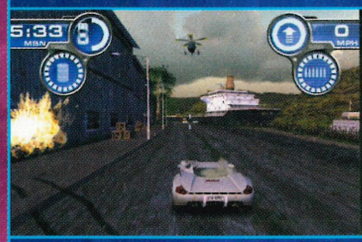
The lush jungles of Panama are there to be torn apart.



A top-down view of a spy's best friend – your gorgeous G-6155 Interceptor.

Lock on to the helicopter to dispence some homing justice!

Fins? A jet engine? That means its time to take to the water...



PARADIGM ENTERTAINMENT

So then, who is actually making the thing?

Based in Carrollton near Dallas, Texas, Paradigm Entertainment are the techno-bods behind *Spy Hunter* for Midway. The company's background is designing games for the N64, including such titles as *F1 World Grand Prix I* and *II*, *Indy Racing 2000*, *Aero Fighters Assault* and the extremely-good-indeed *Pilot Wings 64*. *Pilot Wings* saw the company develop games for such publishers as Nintendo, Electronic Arts and Infogrames, with the deal struck with Midway for *Spy Hunter* inked in May of 1999.

Don't expect to see any more games for Midway though. Since then, Paradigm Entertainment has been bought up by Infogrames to develop titles for next-generation consoles, including PlayStation 2. Paradigm has just finished the PSone-bound *Looney Tunes: Duck Dodgers* for Infogrames, but will be a much bigger concern when they finish *MX Rider* (see page 22) and a certain big budget PS2 game we're under pain of death not to reveal. The company's technical background and experienced R&D Team means the PS2 should be getting some pretty good-looking games – anything like *Pilot Wings 64*, and we're in for a treat.

**For more info, see www.pe-i.com*

the time retaining the original's hardcore action and addictive speed, the PS2 *Spy Hunter* is good – and as Gottlieb admits, it bloody well had to be.

"Everyone who walked up to Midway's stand at E3 must have said, 'Oh God, *Spy Hunter* – they brought this back?' or 'Hey! *Spy Hunter!* That's cool, but is it legit?' I think we've done justice to it – and I say that because before *Spy Hunter*, we worked on a version of *Paperboy* (retro newspaper-delivering bike game) for the N64. Again, this was an old game for a new console that everyone was really fired up about, but we tried to be a little too retro – we ended up being so true to the original, that it wasn't necessarily a game that fitted into the modern gaming paradigm.

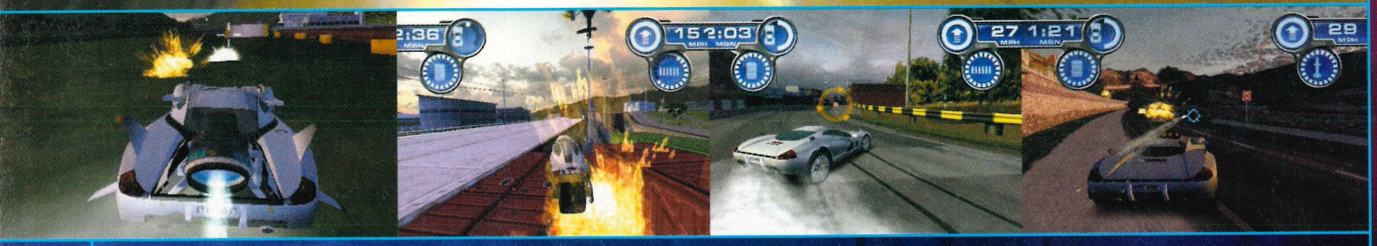
"With *Spy Hunter*, we threw off the shackles of the licence and went and did whatever the hell we wanted. That was the best thing we could have done – we got everything that was great about the original and then went beyond that. There are gameplay dynamics with the PS2 version that are new and unique and innovative and cool with some different twists on things. Even though it's very old, it's also really, really new."

BRAND NEW, YOU'RE RETRO

If Gottlieb sounds evangelical about his project, it's understandable. The Producer's standard West Coast attire of sneakers, T-shirt and shorts belay a man of A Certain Age who actually tested the original *Spy Hunter* back in the Eighties.

"I worked part time for Williams and Bally testing games, plus there was also a local arcade called Just For Fun that would pay us to test the latest titles," Gottlieb recalls. "It was the number one test location for all the new coin-ops, and I remember riding my bicycle to the mall first thing on Saturday morning. When you were done playing, they'd give you four bucks an hour or whatever which was good money – you bought yourself lunch and spent the rest of the day in the mall playing games. So for me, it's like coming full circle to be involved in the remake of something I remember testing when I was 12-years-old."

One minute, you're a boat flying off ramps, the next you're a bike dodging mortar fire. Sheesh etc etc...



SMART BOMB!

And the other cult classic coming to PS2 is a little game by the name of *Defender*...

While seeing Midway at E3, *OPS2* had the chance to watch a top secret showreel behind closed doors. On it was a near photo realistic 3D space shooter where a X-Wing-type spaceship was rushing high and low over a deserted moon. Its mission? To save the stranded spacemen on the surface below, reeling them in on a grappling hook while staving off the attacks of the Swarmer and Lander aliens gathering all around you. The only weapons available? A laser or two – oh, and a certain Smart Bomb...

You know what we're on about. Midway are currently developing a new PlayStation 2 version of *Defender*, Eugene Jarvis' classic 1980 side-scrolling arcade shooter for Williams. Much like the remake of *Spy Hunter*, the game will be a 2D-to-3D space shooter (think *Star Wars: Starfighter*) where the frenetic gameplay is backed up by mission-based gameplay. There are no visuals as yet, but if the pre-rendered intro teaser we've seen is anything to go by, this could be good. Why? Because the man at Midway promised the game will look like the intro. Really? Hmm. Well, we'll see this autumn.

Thankfully, Gottlieb has managed to remove his rose-tinted spectacles enough to ensure that the PS2 *Spy Hunter* is far more than a polygonal polish of his beloved original. So why do people want to revisit these old games in the first place?

"It's probably the same as disco," laughs Gottlieb. "People look at it as being hip and cool and amusing. It brings back memories – hell, it brings back a better time in some people's lives when nothing else mattered apart from playing games and goofing around. But I also think it's a backlash to technology and some of the games around today that look great but aren't any fun to play.

"People think back to what's fun and just why it's fun – that purity of gameplay. Hardcore gamers today remember going into arcades in their teens and, every week, there was a new game being released. The gamer's appetite was being fed very rapidly and on some levels, the batting average meant that games *were* better back then. I say that with the caveat that programmers back then didn't have to fight the technology. I remember when we worked on *Joust, Defender, Robotron* – all those classic games. You would get a prototype up and going – it was a weekend, a case of beer and a pizza and you could get something up and moving around on screen. Nobody cared what it looked like. A lot of the guys were artists who did packaging or guys that did pinball art and they came over and did the art on graph paper, filling in the squares in different colours to create a *Joust* character or a ship for *Defender*. The other thing is just how fast those games were – 3D really slowed us down! Pixels and sprites are really fast – *Defender* and *Spy Hunter* are really fast! – and they require lightning reflexes. With some of the early 3D games, you were lucky if they were running at 30 fps. They were chuggy and sluggish and just not as cool.

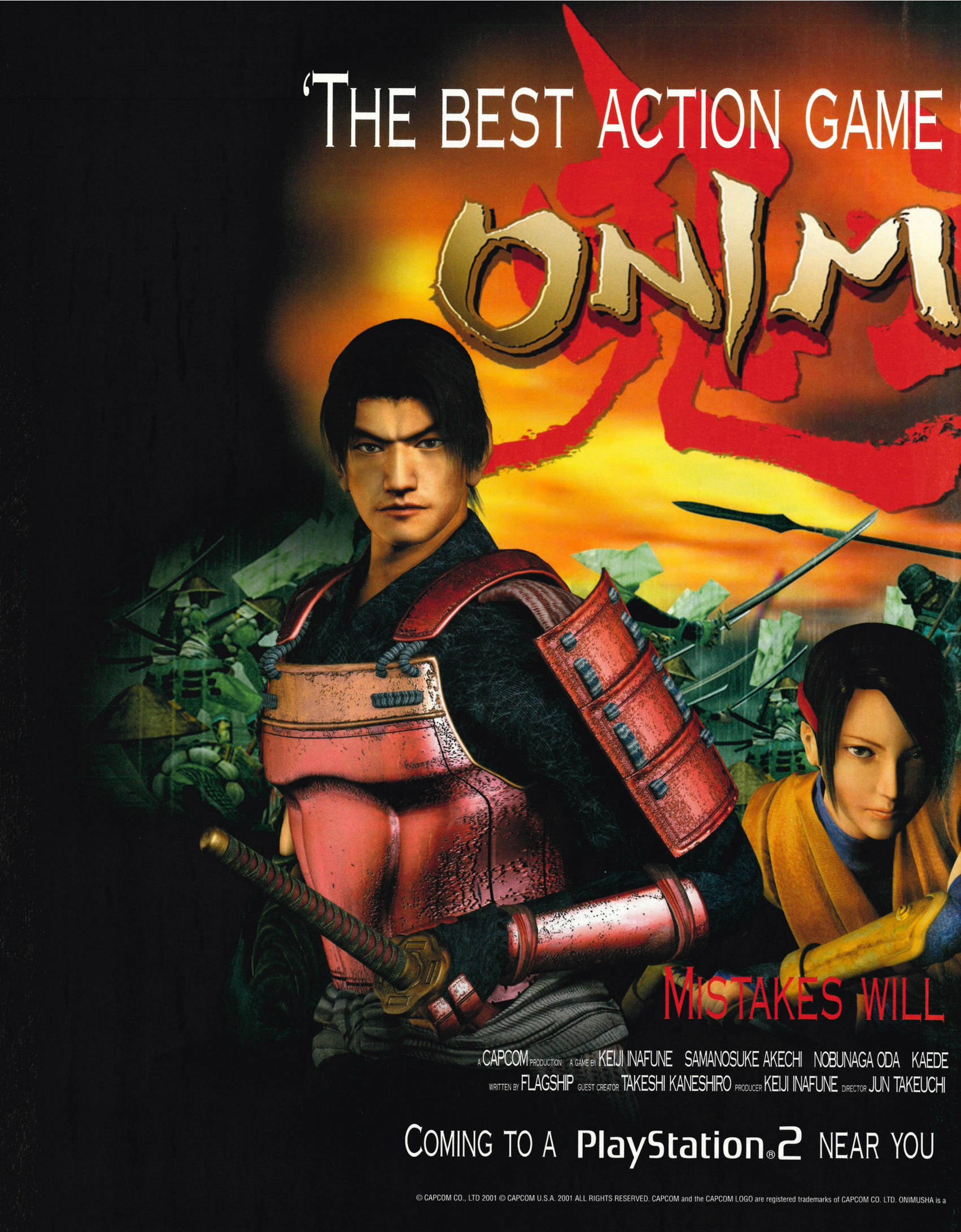
Which obviously sets the alarm bells ringing for *Spy Hunter* – will it too be "just not as cool"?

"Of course, we looked forward to doing this sequel to *Spy Hunter* but the first caveat from a design standpoint was that we didn't just want to apply a new coat of paint on the house," argues Gottlieb. "As far as we've come from the original *Spy Hunter* to this version, we're going to have to take another leap when we go to the next level, rather than just sequelizing ourselves into obsolescence the way all these other retro franchises have."

All of which is bold talk and looking way into the future – a future wholly dependent on whether the gaming public embraces the new *Spy Hunter* as much as it did the old. From *OPS2*'s exclusive look at this new *Spy Hunter*, the game has a good chance of making it. Why? Because it retains the original reflex-centred appeal and dares to build missions and narrative on to it. Alright, it's not *Gran Turismo* with guns, but it is a chance for PS2 owners to mainline pure frenetic arcade action when all the well-meaning sims of the world leave them a little dry. But why take our word for it?

"I saw George Gomez, the guy who designed the original *Spy Hunter*, a couple of days ago at E3," concludes Gottlieb. "He has been a good friend of mine for years and is someone who has seen me grow up in the business. I said to him, 'Whattya think?". He said, 'It's great – it's beyond what I ever thought or conceived of doing with it.' That made me feel good, but also made me feel I've done the right thing." □

//"It was a weekend, a case of beer and a pizza and you could get something up on screen"//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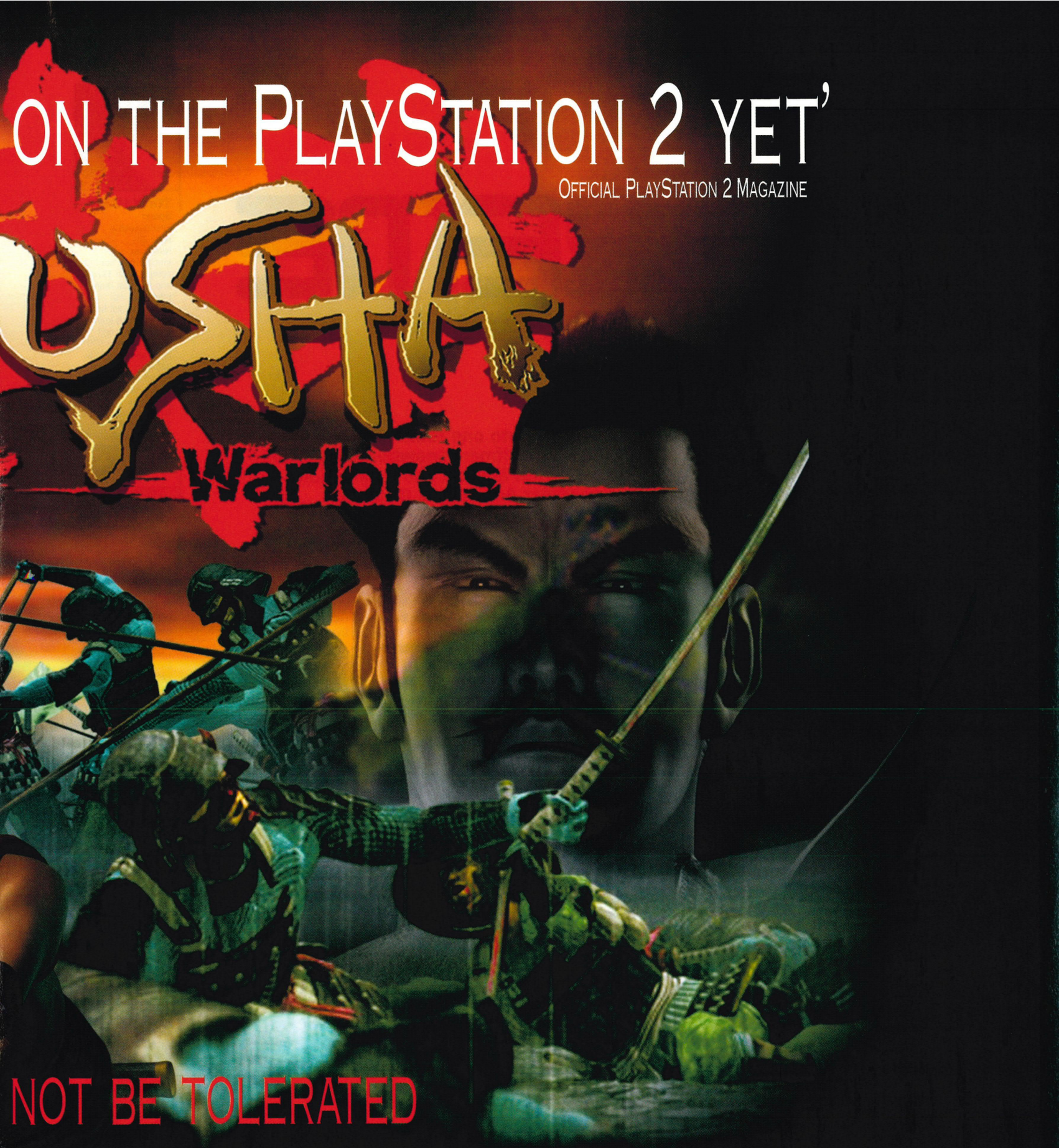

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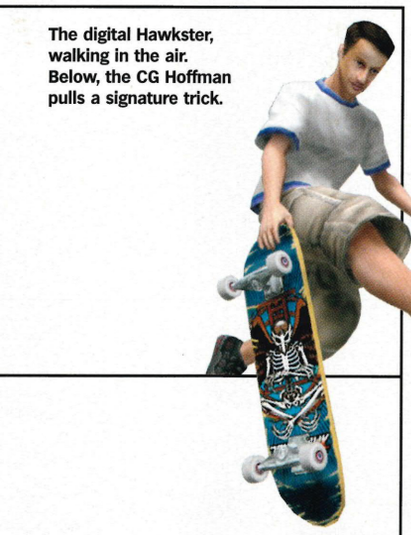
EXTREME TEAM

How many extreme sports legends can you cram into one room? *OPS2* managed five: skater Tony Hawk, BMX rider Mat Hoffman, snowboarder Shaun Palmer, surfer Kelly Slater and wakeboarder Shaun Murray. The connection? They've all got PS2 games coming out soon under Activision's O² brand.



The digital Hawkster, walking in the air. Below, the CG Hoffman pulls a signature trick.

It's role reversal time at LA's E3 show. Out on Activision's specially-erected half-pipe, members of Neversoft's *Tony Hawk's Pro Skater* development team are manfully attempting to recreate their digital exploits in physical form as a sizeable crowd whoops its encouragement. Meanwhile, inside a tiny press room, the world's most famous skateboarder is demoing the latest version of his top-selling videogame.

"If you make the first four grinds you trigger an earthquake," reveals Tony Hawk (for it is he). *OPS2* makes two grinds before falling flat on its arse. The joypad is passed to Mat Hoffman who, with an intense look of concentration on his face, immediately wedges the crotch of his on-screen skater on a railing. The man who's endured more painful scrapes on his BMX than he's eaten hot dinners winces in sympathetic pain. He knows how it feels.

It's left to the O² posse's newest recruit, Shaun Murray, to show us how it's done. Shaun M is a big name in wakeboarding, which is a bit like water ski-ing on a snowboard. He's also been playing *Tony Hawk's Pro Skater 3* all morning and racks up an impressive end-of-level score. Impossibly talented surfer Kelly Slater applauds. Meanwhile the man *USA Today* called the World's Greatest Athlete – aka heavily-tattooed snowboarder Shaun Palmer – appears to be shaking off a particularly menacing hangover in the corner. The meeting of the most renowned extreme sportsmen on God's Earth is now in session.

OPS2: Do you all play each others' games? If so, who's the best?

Kelly: I think that comes down to who's the laziest and who spends more time indoors on their butt.

Tony: Shaun [Murray] is getting pretty good at my game...

Shaun M: It's the first time I got to play it here so I'm trying out all the new levels.

Mat: Palmer and I are fighting for last place. I'm playing Tony's new one at the moment and I basically suck.

Kelly: [charitably] Mat might be really good at my game but we don't know yet because it isn't available. Maybe we'll put in an Extra Easy mode so he can play it.

OPS2: After playing *Tony Hawk's Pro Skater 3*, do you think the rest of you will be able to cut it on the vert ramp?

Shaun P: I used to skate when I was younger and I do all kinds of other sports besides snowboarding so I reckon I could get out there on the half-pipe... [Shaun modestly doesn't mention his successes in the fields of motocross, mountain biking or ski-ing]

Kelly: Palmer's going to come out with, like, *Shaun Palmer's Pro Everything.*

OPS2: How well did you know each other before the O² brand roster took shape?

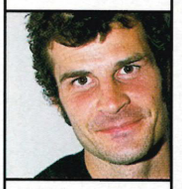
Tony: Myself and Mat have done a lot of events together in the past so it's not like [adopts sarcastic syrupy tone] videogames brought us together!

OPS2: But since yours was the first game, Tony, did Activision go to you for advice on who to approach to front the other O² titles?

Tony: A little bit, yeah. I thought Mat was the obvious choice for a BMX game and

TONY HAWK

Sport: Skateboarding
Age: 32
Needs no introduction. Started competing in 1978 and has won more titles than it's possible to list here. Perhaps best known for being the first skater to pull a 900° in competition, Tony has now semi-retired. He's the reason why we're all here, folks.
Games: *Tony Hawk's Skateboarding, Tony Hawk's Pro Skater 2* (PSone), *Tony Hawk's Pro Skater 3* (coming on PS2).



MAT HOFFMAN

Sport: BMX
Age: 29
The youngest ever Bicycle Freestyle pro aged 16, Mat had totally redefined the discipline of BMX vert by the time he was 20 years-old. Ten world titles (and 14 operations!) behind him, Mat has more recently turned his attentions to base-jumping off 3,500 foot Norwegian fjords.
Games: *Mat Hoffman's Pro BMX* (PSone), *Mat Hoffman's Pro BMX 2* (coming on PS2).

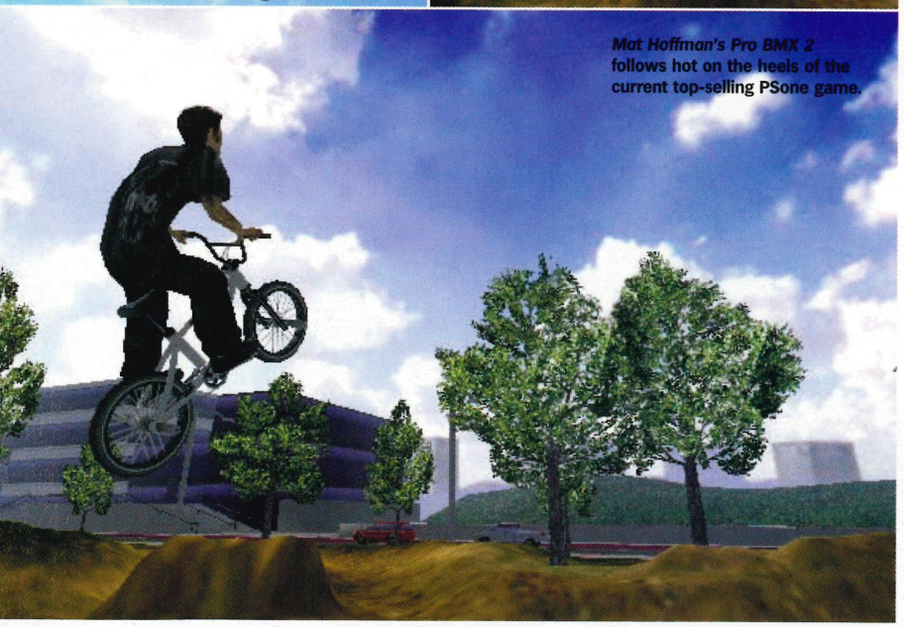
SHAUN PALMER

Sport: Snowboarding (among others)
Age: 32
An amazingly versatile athlete, Shaun has bagged numerous X-Games golds for both boardercross and half-pipe events since turning pro in 1985. Also competes at world class level in mountain biking, downhill skiing, motocross and snowmobiling.
Games: *Shaun Palmer's Pro Snowboarder* (coming on PS2).

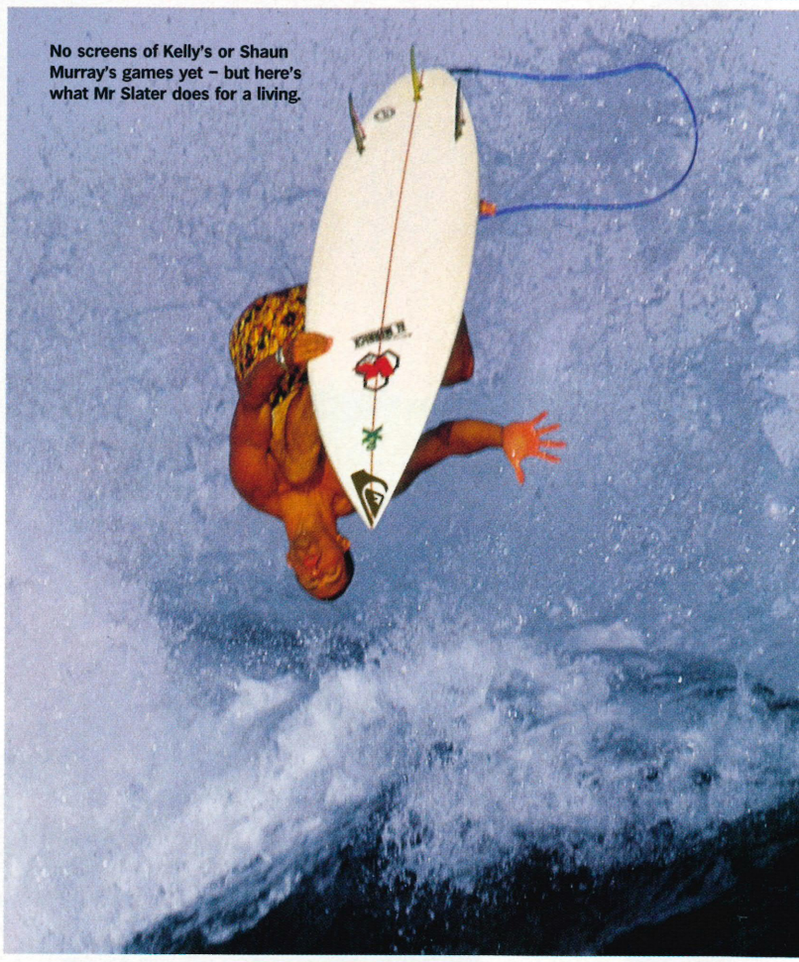
Five guys named O² (clockwise from top left): Tony Hawk, Shaun Palmer, Kelly Slater, Shaun Murray, Mat Hoffman.

The much-anticipated *Tony Hawk's Pro Skater 3* will be heading up the O² brand's PS2 assault.

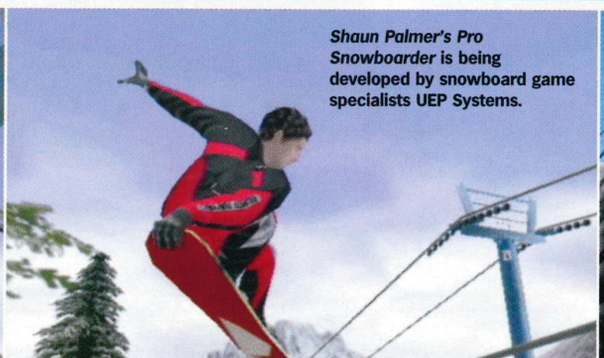
Mat Hoffman's Pro BMX 2 follows hot on the heels of the current top-selling PSone game.



No screens of Kelly's or Shaun Murray's games yet – but here's what Mr Slater does for a living.



Shaun Palmer's Pro Snowboarder is being developed by snowboard game specialists UEP Systems.



the other guys kinda suggested themselves, but it's amazing that we actually got them all together on the same programme.

OPS2: Do you think that the games have played any part in popularising your sport?

Tony: I think the success of my game shows how much effort and devotion Neversoft has put in. They just wanted to make the game seem real... and, yeah, I think people have got a hankering to go skating because of playing the game, which I never thought would be the case. I just thought it would be for hardcore skaters.

OPS2: So does that mean you get people coming up to you at events like this who previously wouldn't have known anything about skateboarding or extreme sports?

Tony: Yeah, for sure.

Mat: It's cool that Tony's game has been able to capture the core market. I've heard skaters say something like 'When I'm older and I can't physically skate and I'm worried about injuring myself, I'm just gonna retire and play Tony's game'. They've said there's either stuff in the game that they'll never be able to do, or that they would never try because they'd hurt themselves too bad. But then the game has also captured the imagination of people who have never even skated before.

Tony: Now when you go out skating, everyone knows what a crooked grind is or whatever. That never happened before, you'd have a handful of people that understood all the lingo and all the technical aspects of skating, and now it's like, everyone knows! And everyone knows how hard these tricks are too.

Kelly: That's because the difficulty actually relates to the score.

Mat: Yeah, although some people have got a skewed version of that, so they're like, 'Can you do this crazy handstand?'

Tony: True. I get that all the time [mimics whiney fan voice] 'Can you do a front-foot impossible to crooked grind to shove-it to manual?' No. I'm just gonna go up and down for a bit.

OPS2: Do you feel you need to keep inventing new tricks and moves to remain at the forefront of your sports?

Kelly: I don't know how skaters remember all that shit! Don't you go for two or three months and then think, 'Oh yeah, forgot about that one'?

Shaun M: But the individuality for those guys is just in the little variations...

Tony: Well you do get a trick set and run that out for a while – you have to have a basic routine. But what people love about skating is that it's evolving all the time. Sure, it's hard right now, because if you want to invent something new it's got to be super dangerous or super technical...

Mat: ...that lasts three-quarters of a second.

Tony: Right.

OPS2: So what's the primary motivating factor for continual innovation within your sports?

Mat: I wouldn't want to feel like I'm living off past glories.

Shaun P: I just get bored of my old tricks so I have to come up with something new.

Tony: I don't think I could justify being a pro if I came up with the same old tricks all the time.

OPS2: How do you go about inventing new moves?

Mat: I go back to some of my old tricks and start pushing it, adding new twists and seeing what comes off.

Kelly: It's wholly by accident. Like I'll try a flip and for some reason I can't land it right, so I'll add in a double spin and just hold on to it for longer and suddenly it's like, 'Woah, I didn't think about that before'.

OPS2: How much do you think about the risks involved in pushing yourselves that little bit harder in order to discover new tricks?

Kelly: It's the risk that drives us.

Mat: That's the whole point – you don't know whether a trick is possible or not. It's the attraction of the unknown.

Kelly: You do learn how to fall. You learn how to bail out so the fall doesn't hurt you so much. I can do you a video in the art of wiping out! But you've got to put yourself on the edge of that threshold.

OPS2: So who can boast the worst injuries?

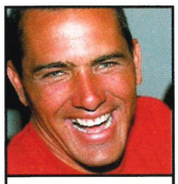
Shaun P: I hurt my pinkie. [Mock folornly holds up a bandaged little finger.]

Mat: I stubbed my toe...

Kelly: He's not telling you the worst of it. Once, Mat actually died.

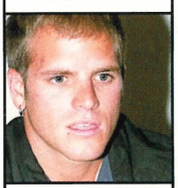
Mat: I'm trying to break every bone in my body.

//"'Can you do a front-foot impossible to crooked grind to shove-it to manual?' No..."//



KELLY SLATER

Sport: Surfing
Age: 29
After entering his first contest aged eight, winning six world titles and becoming acclaimed as the best surfer of his generation, Kelly actually retired from competition over a year ago, although he still surfs showcase events and may yet return to the arena. Kelly also finds time to play guitar in a surfers' all-star band.
Games: *Kelly Slater's Pro Surfer* (coming on PS2).



SHAUN MURRAY

Sport: Wakeboarding
Age: 25
Started waterski-ing age eight, switched to wakeboarding in his teens and is now into his sixth year as a pro. He's won the world championship and just about every other wakeboarding title although the X-Games gold medal still eludes him (he finished second again last year). New boy of the O² team.
Games: *Shaun Murray's Pro Wakeboarder* (coming on PS2).

OPS2: Have injuries ever made you consider giving up your sport?

Mat: There are times when the pain outweighs the pleasure...

Kelly: I go through phases. Every winter I go surfing in Hawaii. All year you work up to these big waves so you're psyched to go push yourself. Even if you get hurt you're still riding off the buzz so it doesn't seem as bad.

OPS2: How do you motivate yourselves to take the kind of physical risks in pursuit of your sports that most normal people would never even consider?

Mat: You don't really think of it as one big thing. It's like you just push a little further on what you did last time, and push a little further, and next thing you know you've done a 900°.

Tony: You get to the point when you've done everything out there, so you need to try something new.

OPS2: How can you describe the feeling of being 30 feet in the air, midway through a huge trick or jump?

Mat: It's a kind of... chaos. Except you've gotta concentrate otherwise it's gonna be a painful ending. So it's like trying to control something that's out of control.

OPS2: After all, physics never meant for you to be up there...

Kelly: Why not? I'd rather be there than, like, playing paintball with five guys hunting me down! [It transpires that the guys spent most of the day before shooting each other with Dulux pellets]

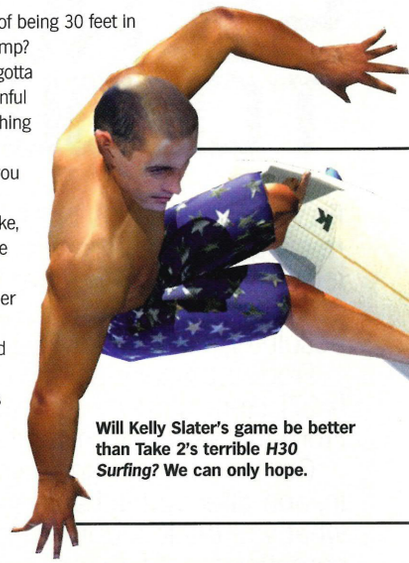
Mat: Man, I got nailed from all sides. I had some big old bruises come today.

Kelly: It's easier when your only enemy is you yourself.

Shaun M: Yeah, you don't have that feeling of letting someone else down.

OPS2: So do you feel that your sports are quite solitary pursuits?

Tony: Yeah, there's been a load of times when it's just me and the board.



Will Kelly Slater's game be better than Take 2's terrible *H30 Surfing?* We can only hope.

Mat: It's good to ride with other guys and trade moves and stuff, but most of the time you're on your own.

OPS2: Did you ever try out for less extreme sports like football and baseball?

Tony: I remember my Dad dragging me out of the skate park and taking me along to basketball practice with all my pads on and I just thought, I don't wanna be here.

Kelly: My Dad was a football coach – we had, like, a clash of personalities...

OPS2: Did you feel like rebel athletes because you were opting out of prescribed school sports to go skating or surfing or whatever?

Tony: I just preferred the community of the skate park to the school sports teams because it didn't come with a big set of rules.

Kelly: It was always a separate thing for me. I had my school life, and I had my surfing life.

Shaun P: "I was a f**k-up at school!"

OPS2: Is there still a rebel culture behind your sports or are they just another part of the mainstream now?

Tony: There's still that rebel aspect to it, but skating's becoming way more accepted now.

OPS2: Is being mainstream a good thing?

Mat: Well you don't have to worry about people looking down on you or having to struggle to make a living out of sports. Of course, there's always a hardcore who want to keep it underground...

Kelly: It's cool that we can all be held up as role models. I mean, rebel surfers are fine but you don't see them in the championships because I think they spend half their energy being rebellious.

Shaun M: Some people would think not working in an office for a living and having the freedom to do what you want is rebellious.

OPS2: Have any of you ever had to work nine-to-five jobs?

Shaun P: I think I lasted a day...

Kelly: I worked for five days and that drove me nuts.

Kelly: Some people's jobs might be what they love but whatever it is there's not much freedom in a nine-to-five.

OPS2: Without being rude, some of you are getting on a bit these days. How long do you think you can continue taking risks for your sport?

Tony: I don't know. I guess I've already stopped trying all the dangerous stuff because there's too much to lose, so I've been concentrating on technique. I don't have a long-term plan, but sure, I can't keep doing this forever.

Mat: It's nice for me because I'm kind of immortal in the world of BMX vert, even if I stop tomorrow. My body will tell me when it's had enough.

Kelly: I'm just hoping my game's going to be great and everyone loves it and it sells millions of copies. Then I can retire for good. ☐

WORDS: NICK JONES AND PAUL FITZPATRICK/ILLUSTRATION: WILL BARRAS

50 REASONS TO OWN A PS2

Fact: PlayStation 2 is brilliant. Indeed, the fact that you're reading this here magazine means you no doubt agree – so let's have a bit of fun. Over the next 14 pages, we present the 50 reasons why the next 12 months are going to be absolutely blinding for PS2.

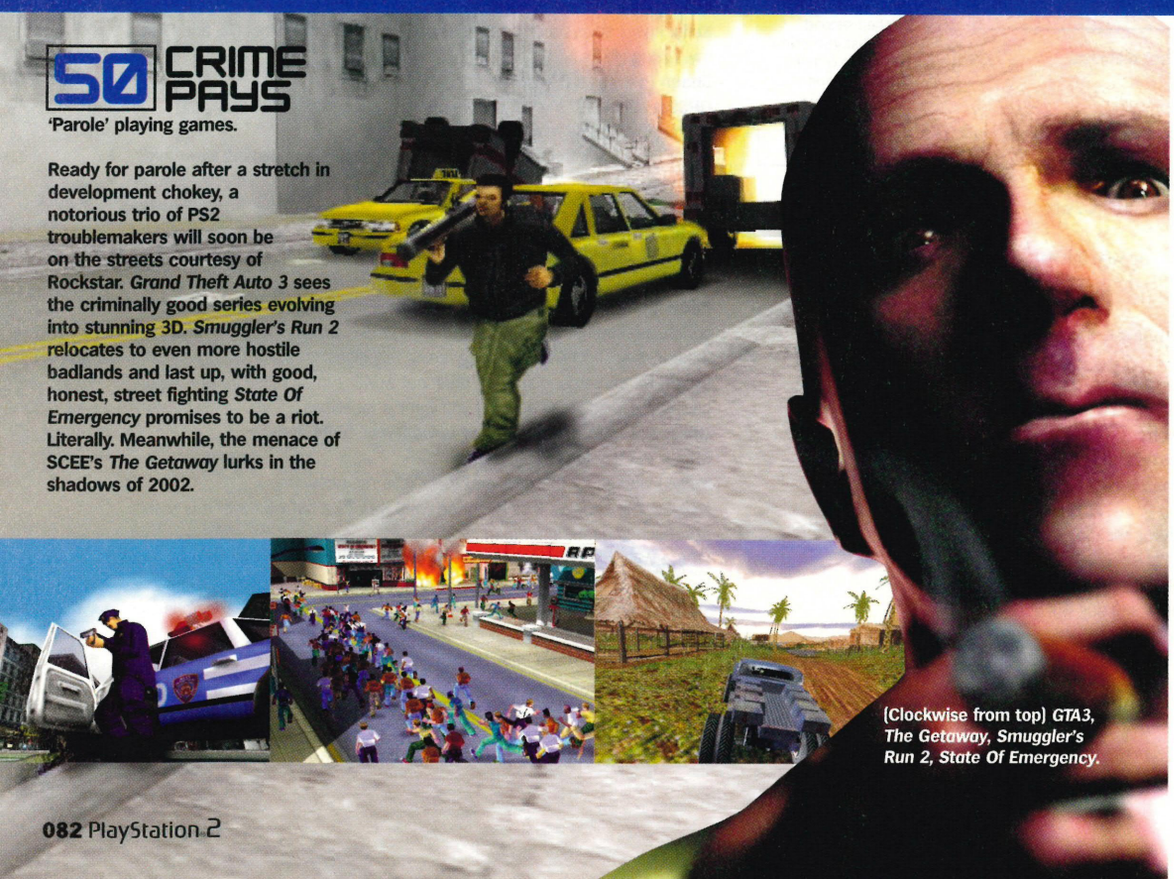
From the Snake-baiting *Deus Ex* (#37) to Ms Lara Croft (#27). From modern survival horror (#20) to retro chic (#31). From the sweet promise of online play (#35) to...

Get the drift? We know you do, so suffice to say get stuck in, and after you've had a good flick through, let us know what you think of our number one reason. There could be something in it for you...

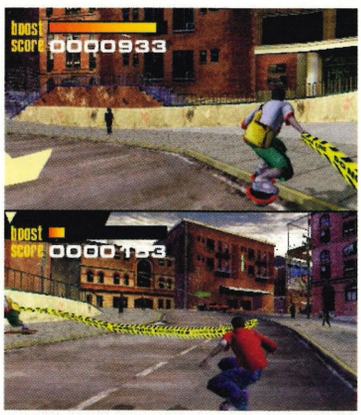
50 CRIME PAYS

'Parole' playing games.

Ready for parole after a stretch in development chokey, a notorious trio of PS2 troublemakers will soon be on the streets courtesy of Rockstar. *Grand Theft Auto 3* sees the criminally good series evolving into stunning 3D. *Smuggler's Run 2* relocates to even more hostile badlands and last up, with good, honest, street fighting *State Of Emergency* promises to be a riot. Literally. Meanwhile, the menace of SCEE's *The Getaway* lurks in the shadows of 2002.



(Clockwise from top) *GTA3*, *The Getaway*, *Smuggler's Run 2*, *State Of Emergency*.



49 AIRBLADE

The new chairman of the board?

Just when it seems *Tony Hawk's Pro Skater 3* (#15) has got the board-based acrobatic arts all sewn up for PS2, Criterion pulls off a most righteous grind and ends up in the near future with *AirBlade* for SCEE. Putting the 'mental' back in experimental, expect the titular hover board of this urban adventure to blow the trick book wide open.

PHOTOS: KATHARINE LANE-SIMS/AMANDA THOMAS

48 ARCADE PORTS

Time for a cabinet meeting.

Found everywhere from the neon hutches of Akihabara to Joe's Caff in Great Yarmouth, arcade games offer some of the fastest, purest gameplay ever likely to scar a gamer's retina. Here are five peerless change chompers making the leap to your living room this year.

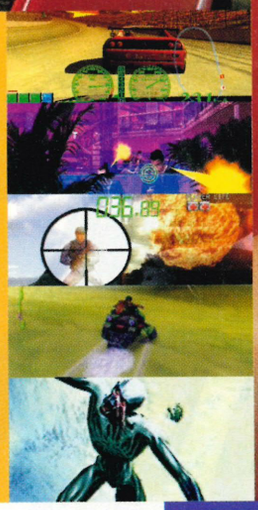
Ferrari 355 Challenge (Sega AM2)
Racer for fans of huge horsepower with a prancing pony on the badge. Go tifosi!

Police 24/7 (Konami)
Shooting game with USB camera that 'sees' you dodging bullets. Us neither.

Silent Scope 2 (Konami)
Sequel to original snipe-'em-up hit. Now with trackball/gun peripheral.

Arctic Thunder (Midway)
Bonkers snowmobile racing that makes *Sled Storm* look like it's not very fast.

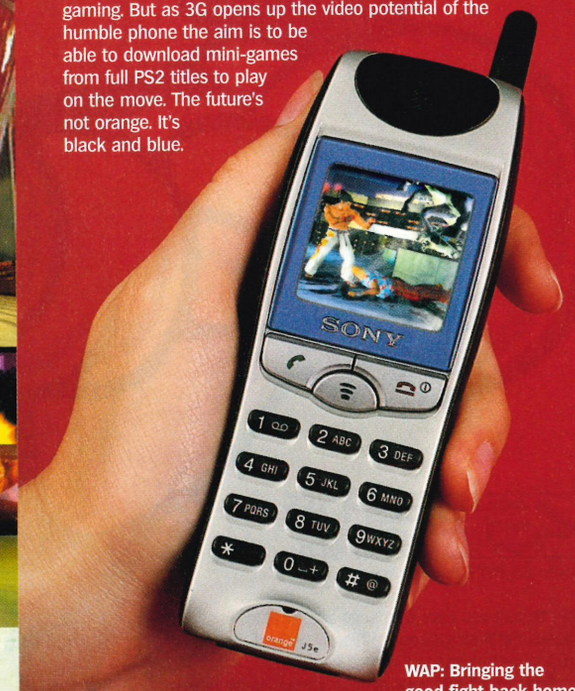
Vampire Night (Namco)
Time Crisis meets *House of the Dead*, this is a shooter with extra bite.



47 MOBILE PHONES

WAP's up? Oh yes.

Not too long ago you could scarcely lift mobile phones without risking a hernia. With today's diminutive models you can have a chat with a mate in Brighton whilst snowboarding down K2 with your arm in a sling. And access the footie results while you're doing it. If the last ten years was about getting the technology cheaper and smaller, now it's about making it fun. WAP is already showing that *Snake* was just the beginning with mobile boxing, and first-person RPGs already on the way. And with 3G just around the corner you can bet PS2 is getting involved. The first step will be using your mobile as a portable modem for online gaming. But as 3G opens up the video potential of the humble phone the aim is to be able to download mini-games from full PS2 titles to play on the move. The future's not orange. It's black and blue.



WAP: Bringing the good fight back home.

46 STUNTMAN

Crash and earn with the makers of *Driver*.

Everybody expected Reflections' PS2 debut to be *Driver 3* but the people behind the stunning, automotive crime spree franchise had other ideas. Due early next year, *Stuntman* casts you in the role of a novice stunt driver, learning the tricks of the trade before pulling off increasingly elaborate sequences in front of the cameras. With exotic locations, and vehicles from Thai putt-putts to Bond's Lotus Esprit, *Stuntman* promises distilled, driving madness with a thoroughly glamourous edge. As if that's not enough, *Driver 3* is still to come.

45 YABASIC

That basic instinct.

Want to know where the games makers of tomorrow are going to cut their teeth? Look no further than PS2's utility disc. Yabasic is a nod to the 8 bit glory days of PEEK and POKE. 'I can do better than that'. Sure, you won't make *GT4* just yet, but classics like *Defender* are yours for the making right now (see Back To Basic, page 141) and by the time you've saved up a couple of grand for a PS2 Linux Dev kit who knows what you'll have created. Little acorns, my friends...

CRACKING CODE

```
10  REM Hypnotize – WARNING: Strobe Effects!
20  OPEN WINDOW 640, 512
30  SETRGB 1, RAN (255), RAN(255), RAN(255)
40  FILL CIRCLE 320, 256, RAN (390)
50  TEXT 35, 256, "You will buy Official
PlayStation 2 Magazine every month!"
60  PAUSE .06
70  GOTO 30
```

44 HALF-LIFE

Portal stunner.

With over 50 Game Of The Year awards to its name, you could say that *Half-Life* has gone down pretty well with the PC hardcore. Now in development for PS2 this epic sci-fi, first-person adventure will be going head to head with another PC legend *Deus Ex* (#37). Who will be the winner? PS2 gamers without a doubt.

43 SEGA IS COMING

Sonic on PS2? Put a tenner on it...

Why should you care who Sega are? Simple. Because a) their games are bloody brilliant, and b) you'll soon be playing them on your PS2.

Sega aren't just your average games developer. Oh no. Decades of developing top quality software for the arcade and home consoles has earned them a reputation second to none. Now they're producing some amazing games for PS2. The phenomenal *Crazy Taxi* is just a taster of things to come – they've announced three new PS2 titles: *Virtua Fighter 4* (#36), *Headhunter* and *K-Project*, along with conversions of the Dreamcast classics *Space Channel 5*, *Ecco The Dolphin*, *F355 Challenge* and RPG *Sakura Kaisen*.

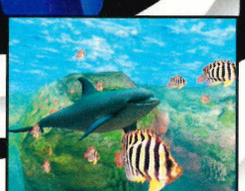
What's more, it's only a matter of time before the big blue hog himself pitches up on the PS2 shores. Yeah, yeah we know about that alleged *Mario* duet, but where else is Sonic going to earn some much-needed moolah for Sega? Exactly.

WHY WE LOVE SEGA...

Virtua Fighter 4
The daddy of all 3D beat-'em-ups returns with a revamped fighting system and sparkling visuals? Pass my nunchakas.

Space Channel 5
Super camp sci-fi funkster Ulala faces would be alien invaders in a galactic dance off? Where are my pumps?

K-Project
Tempest meets *Tron* meets Kandinsky in this mentalist 3D blaster/music generator? Was this acid brown?



Ecco The Dolphin
History-changing alien invaders versus the world's first dolphin hero in super-cool aquatic environs? Gullup.

Headhunter
Bike-riding, bounty-hunting dystopian future blow-out with shades and guns? Oil my pump-action, I'm going out.

F355 Challenge
The legendary Yu Suzuki digitises the ultimate Italian sports car for your driving pleasure? Peaches and cream.

42 TALK TO ME!

PlayStation 2: it knows what you're saying.

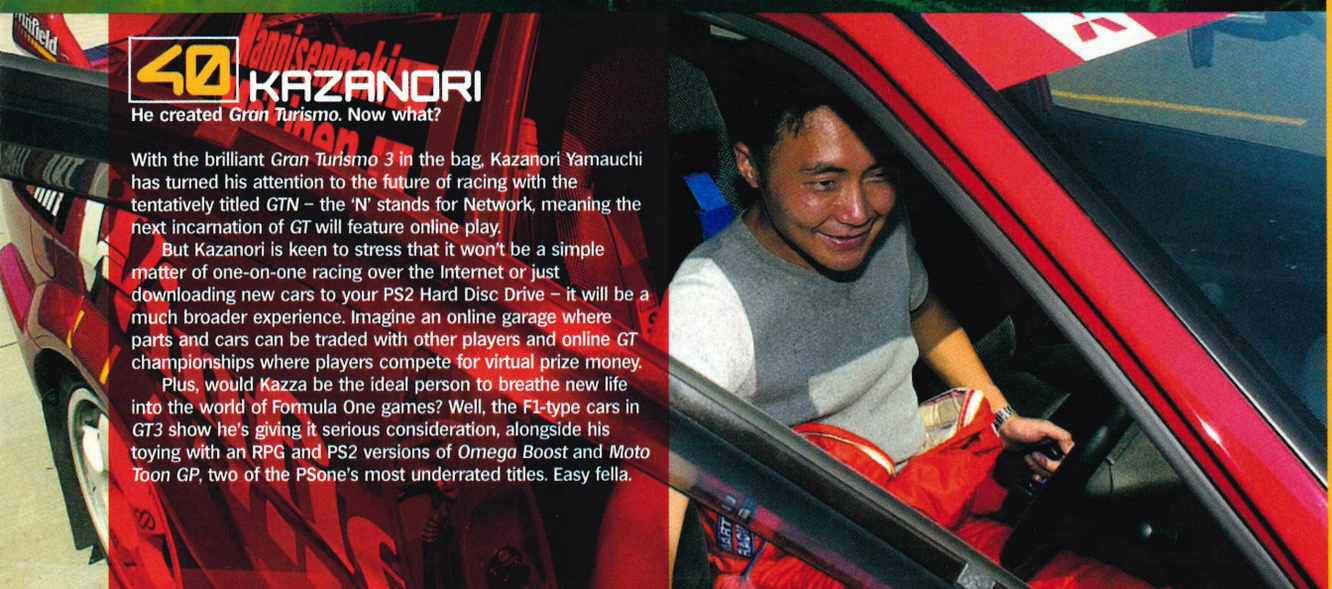
SOCOM: US Navy Seals is the first of an exciting breed of games that will use amazing voice recognition technology. With it you'll be able to issue a variety of commands to your team members.

The potential is huge. Imagine an adventure game where the tone of your voice could determine how a character reacts to you. Or in a *Star Wars* game you could talk directly to your wingmen. Fact: Shinji Mikami and Hideo Kojima are both interested in voice recognition technology for future games. Wow.

41 HERDY GERDY

A kids game? Not on your life, mate.

To look at it, you'd think that *Herdy Gerdy* is one for the nippers, yet the painted visuals belie the complex gameplay within. Yeah, you have to shepherd animals into pens but, and here's the science bit, there's a whole eco-system at work here where each of the game's 20 different species react differently to one another. And that's the thing; it's the power underneath the bonnet that makes Sony's black beauty worth driving.



40 KAZANORI

He created *Gran Turismo*. Now what?

With the brilliant *Gran Turismo 3* in the bag, Kazanori Yamauchi has turned his attention to the future of racing with the tentatively titled *GTN* – the 'N' stands for Network, meaning the next incarnation of *GT* will feature online play.

But Kazanori is keen to stress that it won't be a simple matter of one-on-one racing over the Internet or just downloading new cars to your PS2 Hard Disc Drive – it will be a much broader experience. Imagine an online garage where parts and cars can be traded with other players and online *GT* championships where players compete for virtual prize money.

Plus, would Kazza be the ideal person to breathe new life into the world of Formula One games? Well, the F1-type cars in *GT3* show he's giving it serious consideration, alongside his toying with an RPG and PS2 versions of *Omega Boost* and *Moto Toon GP*, two of the PSone's most underrated titles. Easy fella.

39 IT'S IN THE GAME

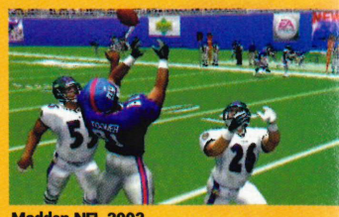
EA's sports games – new and improved! Again.

Two things you can be certain of at Christmas. It never bloody snows and EA's annual sports games get an update. But this year things will be different. Instead of the usual stats revamp and a few new moves, EA's sports games are being given a total overhaul. Hell, even *FIFA* might be able to keep up with *Winning Eleven 5*...

FOUR TO WATCH

SSX Tricky
New features, new moves and a complete reworking of all your favourite courses. Gets us tingly all over.

FIFA 2002
Imagine if EA Sports concentrated on the gameplay as much as it does the looks. This time out, expect greatness.



Madden NFL 2002
It's already great. Imagine if it was even better. More crunching, more biting, more tactical. KICK HIS FACE OFF! Sorry.

F1 2001
Crazy speed, massive cars, huge egos, incredible prize money, and, erm, lots of stats. Look at the shaft on that...

PHOTO: ELENA DORFMAN

38 STAR WARS: EPISODE II

Lucas loves PS2 (ICOST).

It won't see the cinemas until 2002 but *Episode II* is already inspiring a number of PS2 games, and according to LucasArts boss Simon Jefferey they're, "Some of the most exciting concepts we've worked on." As for Lucas himself, he can't praise PS2 enough. "What (Sony) have accomplished is beyond comprehension…" Result.

37 DEUS EX

Potential Snake harmer?

Near-future, stealth game featuring hard-as-nails loner hero, festooned with praise and loved with almost evangelical fervour. Sounds familiar, no? Winner of numerous Game Of The Year awards including last year's BAFTA for Best PC Game, *Deus Ex* is the desktop community's answer to *Metal Gear Solid*. Now, IonStorm's genre-defying adventures of nanotechnology-enhanced, anti-terrorist operative JC Denton are coming to PS2. Is this where we shamelessly plug next issue's exclusive cover feature? Yes. Yes it is.

When stealth met shooting... Get ready for the calming chaos of IonStorm's *Deus Ex*.

36 FISTS OF FURY

It's a three for all.

Fans of polygon-based ass-kicking are in for a trio of supreme beat-'em-ups currently limbering up in the PS2 development dojo. Early screens of Namco's *Tekken 4* show the series is taking its new opponents very seriously. And since they are the devastatingly sharp *Soul Calibur 2* (also from Namco) and Sega's platform leaping bruiser *Virtua Fighter 4*, it's not hard to see why. Plus there's great news for the 2D purist hardcore in the shape of PS2 ports of the dazzling *Guilty Gear X* and *Capcom Vs SNK*. In a word? Fight!

Soul Calibur 2
Pointy: Xianghua

Tekken 4
Sassy: Ling Xiayou

Virtua Fighter 4
Disco: Pai Chan

35 ONLINE

Turn on, tune in, get online.

Think PS2's online ambitions are a pipedream? Think again. By the end of the year two things will have kick-started the online revolution. Broadband trials will have been carried out and Sony's Ethernet/56k Modem Network Adapter will be a reality. By February 2002 UK gamers will be able to snap it up for around £40. With a 40Gb Hard Disc Drive following soon after and deals with major Internet companies like Netscape, AOL and Macromedia already inked, Sony's hardware is locked and ready to roll. And the games? By 2002 all new SCEE-developed PS2 titles will have an online component. The future just got closer.

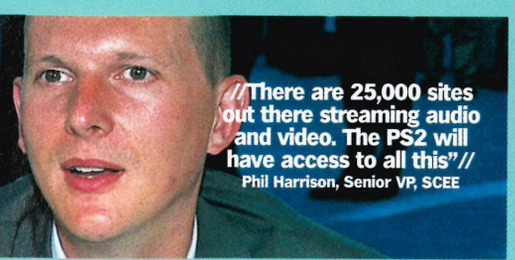
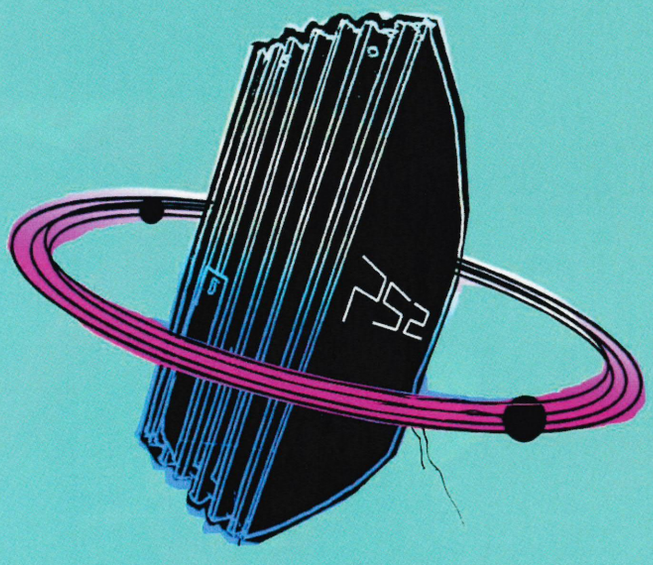

//There are 25,000 sites out there streaming audio and video. The PS2 will have access to all this"//
Phil Harrison, Senior VP, SCEE

PHOTO: GAVIN ROBERTS



34 US!

***OPS2* and you.**

It stands to reason. You've got the best entertainment system in the world. You're not going to settle for anything less than the finest PS2 mag on the planet and the only one to give you exclusive, playable demos *every* month. Want to knock 50p off the cover price as well? Turn to page 126. Now.

PHOTO: POPPERFOTO

33 MADE IN JAPAN

Our friends in the East.

Hard to believe but 'Made In Japan' used to be a euphemism for badly made tat. How things have changed. Emerging battered from WWII the Japanese used the period of post-war American occupation to absorb western technology and culture, copy it, then rapidly improve on everything it touched. That was how it began. Fast-forward half a century and the land of the rising sun relentlessly continues to innovate technology and give it a human face.

And Japan's currency of success? Unbridled imagination and the courage to turn off-the-wall ideas into fully-functioning reality. Next time you chortle at remote control paperless toilets, power digger puzzle games and square watermelons remember that without Japan's more 'bonkers' ideas, the epic likes of *MGS2*, *GT3*, *Resi*, *Devil May Cry* and, yes, your PlayStation 2 would never have seen the light of day. What's around the corner? With Japan, it could be anything, and that's what makes it so bloody exciting.

Who knows what sweet genius is being hatched inside these neon-splattered towers?

31 PSONE GAMES

Respect to the Big Brother.

Shop around and these days £60 can buy you a clutch of PSone stormers like *GT2*, *Ape Escape*, *Tekken 3* and *Driver*. And the great games keep on coming. Here's five of the best on their way.

Syphon Filter 3
The hotly anticipated third outing for SCEA's superior stealth and espionage series.

Spider-Man 2: Enter Electro
No movie tie-in this. Based on the Marvel comics, this sequel will be as silky as the webs it spins.

Sheep, Dog And Wolf
Like playing a Warner Bros cartoon and twice as much fun.

World's Scariest Police Chases
Obvious title doesn't do the thrilling gameplay justice.

The Italian Job
Tasty, retro crim caper promises to bring the goods back to gamers.

32 RETRO CHIC

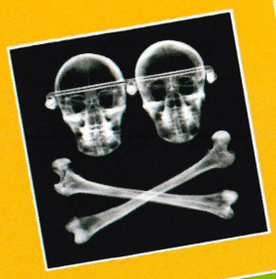
The old becomes new.

As the generation weaned on *Space Invaders* and *Manic Miner* comes of age and flexes its financial muscle, pop culture has slunk back to its darkened teenage bedroom, pupated and emerged into the dawn of the 21st Century as full on 8 bit Retro Chic. From Yabasic *Defender*, through www.joystickjunkies.com and resurrected classics like *Spy Hunter*, what better way to go back to the (old) school than with your retro-ribbed PS2?

30 WWF SMACKDOWN! 'JUST BRING IT!'

Ow. Owww. Owwww. GET OFF ME!

A world wide phenomenon, WWF brought the extreme spectacle of wrestling to a generation for whom Big Daddy is Adam Sandler and not a fat man in a leotard, called Shirley. With two massively successful PSone *Smackdown* games already under its gaudy title belt, Japanese developer Yukes is poised to unleash Triple HHH, The Rock, Stone Cold and all their main squeezes on an unsuspecting PS2 near you. With eerily realistic fighters, all their trademark moves and taunts, and totally over the top gameplay *'Just Bring It!'* brings a fresh approach to the beat-'em-up landscape. Expect a right royal rumble.



Orbital, SFA and Underworld are blazing the Dolby Digital 5.1 trail on DVD.

29 MUSIC

Music sounds better with PS2.

If you own a home cinema system or top of the range TV, you may have noticed your PS2 is able to pump out audio in Dolby Digital 5.1 surround sound. The majority of DVD movies now take advantage of this, and games are also beginning to catch on. But what about plain old music? While the record industry dithers about 5.1, it has been left to individual artists to blaze trails. Recent DD5.1 albums include Underworld's live album *Everything, Everything*, Orbital's *The Altogether* and Super Furry Animals' *Rings Around The World* (also available as a PS2-friendly DVD album). With luminaries such as Carl Cox and Laurent Garnier heavily involved in 5.1 experiments, stereo is soon going to be painfully retro, dahling.

Will *WRC* make *Colin McRae* eat its dust?

28 COLIN McRAE VS WORLD RALLY CHAMPIONSHIP

Rallying cries herald motorsport showdown.

Mention rally games to PSone owners and there's only one name you'll hear: *Colin McRae*. Two utterly gripping rally sims later and the step up to next-gen glory is now underway at Codemasters. However McRae's supremacy is under threat from a young pretender. SCEE's *World Rally Championship* looks every inch the McRae beater with sublime graphics given life by a purpose built physics engine. Your move Colin.

27 LARA CROFT

Core's working on a new Croft original.

Lara Croft is an icon with nine lives. Just when it seems impossible for her to out-strip her earlier successes, she snatches victory from the naysayers and hype starts sounding like faint praise. Having already tasted death on PSone Lara is soon to be resurrected on PS2, and the rest has done her a world of good. Aware that even a winning formula can begin to lose its shine, Eidos has taken Lara away from trap-infested tombs and placed her in Paris, framed for a crime she didn't commit and forced to elude capture while unravelling the conspiracy against her. After a summer at the multiplexes it's good to know Lara's coming home.

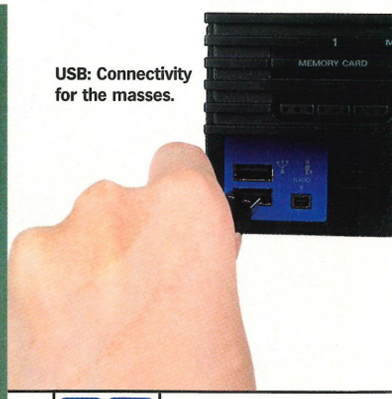
PHOTOS: JAMES COPE/AMANDA CRACK

"For me, recent games are too simple they're like a leisurely stroll through e foothills. *Devil May Cry* should be the uivalent of climbing a mountain..."
ji Mikami, creator of *Resident Evil* and *Devil May Cry*//

26 MIKAMI

Capcom's genius in-residence promises even more.

Planned as a new *Resi Evil* story, *Devil May Cry* mutated so much in development that Mikami spirited it away and gave it room to grow. The resulting "stylish, hard-action game" puts gamers in the gothic boots of sword-swinging, gun-toting demon/human hybrid Dante, out to keep the underworld in check and out of our own. An unlikely Yuletide hit is on the cards. Then there's the small matter of *Resident Evil 4* which, Mikami promises, will steer the series in a new direction. *Resi Online* anyone? Now that would be a fiendishly good idea...



USB: Connectivity for the masses.

25 PLUG ME IN

Peripheral visions for everyone.

With its analogue buttons capable of sensing 256 degrees of pressure, the Dual Shock 2 is no afterthought. But when it comes to peripherals, it's just the beginning. The two USB ports and an iLink port mean PS2 is primed to become a powerful media hub linked to devices ranging from a keyboard and mouse to Web cams, printers, digital cameras and mobile phones. And then there are the peripherals fighting for a joypad port:

THINGS OF JOY

G-Con 2
The redesigned G-Con light gun is much lighter, has new 'clip' and 'hammer' buttons and plugs into the USB for even greater accuracy. *Time Crisis 2* awaits.

Gran Turismo 3 Steering Wheel
The peripheral for armchair petrol heads. Incredibly detailed force feedback makes for tense, white-knuckle driving.

Web cam/Trigger 'n' Trackball
In *Police 24/7* the Web cam will sense your bullet dodging prowess. The 'gun' will let you roam environments, aim and fire all with one hand. Yow.

Dance Mat
Perfect for Bemani dance-a-thons and track and field exertions this mat cranks up the fun and robs you of your dignity.

DVD Remote Control
Plug the base unit into a controller port and enjoy 'grown up', wireless DVD playback. You know you want it.

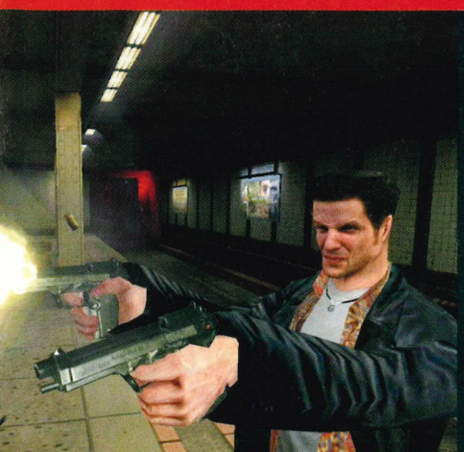
24 XMAS GAMES

stocking runneth over.

Do your sums. Rejoice.

Xbox titles available in the UK this Christmas: 0

PS2 titles available in the UK this Christmas: **200+**



23 MAX PAYNE

A world of Payne is due for PS2.

With its near photo-realistic graphics, incredible slow-motion magic bullet sequences and a hard-as-nails, noir story line *Max Payne* has been devoured by the fickle PC community like a T-bone in a tank of piranhas. A PS2 conversion promises this and more.

22 "THIS TIME IT'S WAR"

World War II threatens to annex PS2.

Typical. You wait half your life for a decent World War II game and then five turn up at once. 1-2-Sound off!

- *Medal Of Honor: Frontline*
- *Medal Of Honor: Fighter Command*
- *Commandos 2*
- *Prisoner Of War*
- *Hidden And Dangerous 2*

21 FINAL FANTASY X

Sleepless nights, bleary eyes. One. More. Go. *Final Fantasy* returns.

You loved *Final Fantasy VII*, *VIII* and *IX*. You lost hundreds of hours of your life to them. You fell in love with Square's exquisitely designed characters. Are you ready for more? Well this one's going to be *very* special. Combat has been sped up and is less frequent but Square have retained the series' heady mix of exploration, strategy and movie-like drama. Everything that made the games the best RPGs in the first place. And the future? Well, *Final Fantasy XI* is already well under way promising a totally online experience, with you playing alongside fellow RPG nuts the world over. Excited? You bet we are.

Just confirmed – *Final Fantasy X* will use the forthcoming HDD to reduce loading times. Oooh, pretty and fast...

18 ON THE SHELVES

Great games... RIGHT NOW!

Unlike Xbox and GameCube, you won't have to wait until next year for great games – PS2 already has a catalogue of must-have titles. And there's something for everyone. More traditional racing games and shooters mingle with *SSX* and *MTV Music Generator 2*. The choice is yours.

THE TOP 10

Gran Turismo 3: A-spec
The ultimate racing game. Speed, looks and depth.

SSX
Insanely addictive snowboarding racer with stunning course design and amazing visuals.

TimeSplitters
Design you own deathmatch levels in the first and best multiplayer shooter on PS2.

Onimusha: Warlords
Absorbing samurai adventure that challenges *Resident Evil*'s domination.

Quake III
Classic PC shooter brilliantly converted and enhanced for PS2.

ZOE (with MGS2 demo)
Elegant mech shooter with gorgeous visuals. Includes ground-breaking *Metal Gear Solid 2* demo.

Crazy Taxi
Sega's inspired take on the driving genre where you play a taxi driver.

Star Wars: Starfighter
Brilliant mission-based shooter that takes place after *Episode I*.

MTV Music Generator 2
Professional yet easy-to-use music sequencer/sampler/wibbly noise box with built in video maker.

Tekken Tag Tournament
The latest instalment of the best beat-'em-up series.

20 THE HORROR!

Mummy, I'm scared.

The PS2 isn't just supposed to make you happy. It also wants to scare you shitless. The faint of heart should avoid the following games. For those who dare? To avoid fainting just keep reminding yourself, it's only a game... It's only a game...

Devil May Cry
Gothic shocker that started out as *Resident Evil 4* before mutating into an evil world of its own.

Soul Reaver 2 and Blood Omen
Not one but two games that vant to suck your blad. Go give someone a bleeding hicky.

Alone in the Dark: The New Nightmare
A dark and oppressive vision reawakens this sleeping giant.

Silent Hill 2
"What. The f**k. Is that?" A common refrain among players of *Silent Hill*. Expect to say it again. A lot.

Resident Evil 4
A new wave of maggot-infested zombies that just won't stay dead are stumbling steadily closer. Scared yet?

19 THE STUFF WE DON'T YET KNOW ABOUT

Um, can you run that one by me again?

In the world of PlayStation 2 it's anyone's guess what might happen next. When Sony announced PS2 in 1999, who could have known that just two years later, we'd be preparing for an online *Tony Hawk's* game, surfing the Internet, talking to Yu Suzuki about *Virtua Fighter 4* or pasting our face into games with a digital camera? No-one. What's more you can guarantee we're going to be wonderfully surprised again half a dozen times before summer's out. Is this a good thing? Damn straight.

17 SPLASHDOWN

Sea-Doo a-go-go.

If there's one thing *Splashdown*'s developer is keen to point out about their forthcoming Sea-Doo sim, it's the water. So accurately has it been constructed that it gives a completely unpredictable racing surface. Chances are this means you'll just fall off more, but we reckon this is a sure-fire (if slightly wet) winner.

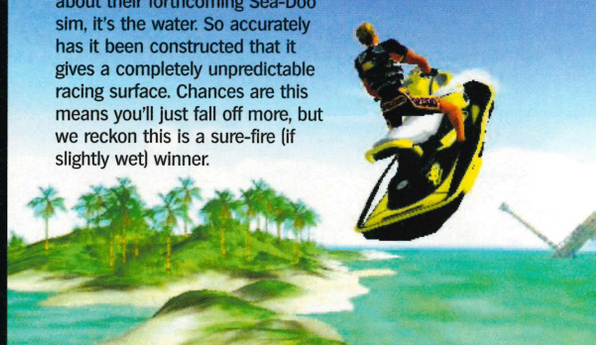


PHOTO: GAVIN ROBERTS

16 HIDEO KOJIMA

He's giving you *Metal Gear Solid 2*. But you're going to have to wait...

As we talk, Kojima is holed up in his Tokyo studio putting the finishing touches to the most anticipated videogame of all time. That game, of course, is *Metal Gear Solid 2* and if there's a single reason why your PS2 is the best thing ever, this is it.

Kojima is the closest thing to a film director that the games industry has – he even considered a career in the movie business. Luckily for us he chose videogames.

Kojima's first game, the original *Metal Gear*, appeared on an old Japanese home computer, the MSX in 1986. A sequel soon followed. Then, a change: two games, *Snatcher* and *Policenauts*, showed Kojima's love of cinema – both heavily influenced by *Blade Runner*. In 1997, came *Metal Gear Solid* on PSone and the rest is videogaming history.

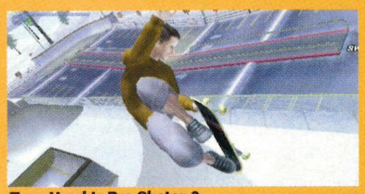
You can expect *Metal Gear Solid 2* next February. And then what? Last issue, Kojima mused of doing a *Metal Gear* prequel set during WWII. That's right, a Fox Hound agent up against the Nazis. Sounds crazy? Maybe, but whatever he does next, PS2 is the place to be when it happens.

//"*Gran Turismo 3* has just come out in Japan, *Final Fantasy X* is out this summer and *Metal Gear Solid 2* is out after that. I think there's a bright future for PS2..."
Hideo Kojima, creator of *Metal Gear Solid 2*//

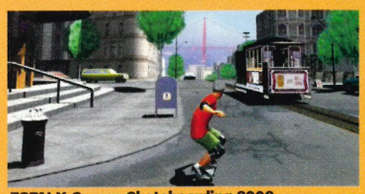
15 EXTREME SPORTS

For fans of the iffy stiffy...

Skateboarding, BMX, snowboarding – the extreme sports movement on PSone was a total revelation and generated some entirely classic games. Think *Cool Boarders*, *Tony Hawk's* and *Mat Hoffman* – classics in their own time. Well, extreme sports is about to explode on PS2. *SSX* was just the beginning...



Tony Hawk's Pro Skater 3
Will feature online play and new totally interactive environments plus brilliant gameplay.

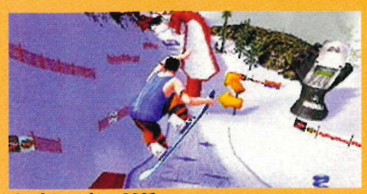


ESPN X Games Skateboarding 2002
Konami's skateboarding sim with 'fantastic' courses – an ocean liner, ancient ruins and a museum.

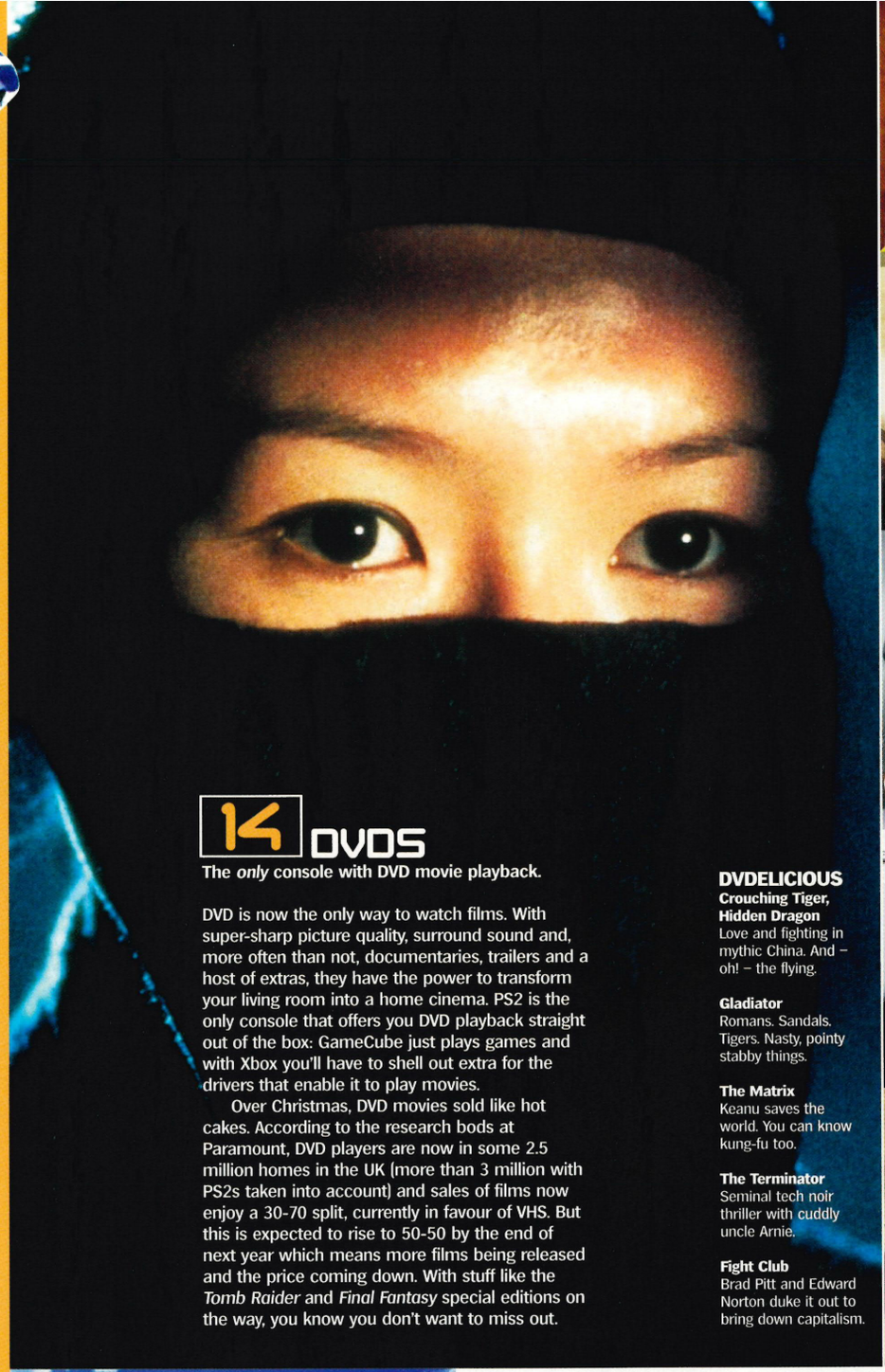
ESPN International Winter Sports 2002
Loads of winter sports: alpine skiing, freestyle mogul skiing, speed skating, bobsledding...

Dark Summit
Mission-based snowboarder in a post-apocalyptic world where you're up against an evil ranger. Yes.

SSX Tricky
This sequel (of sorts) to The Best Snowboarding Game Ever™ features new courses and boarders.



Cool Boarders 2001
Somewhere between *SSX* and *X-Games*, this trick- and racing-based snowboarder looks the business.



14 DVDS

The *only* console with DVD movie playback.

DVD is now the only way to watch films. With super-sharp picture quality, surround sound and, more often than not, documentaries, trailers and a host of extras, they have the power to transform your living room into a home cinema. PS2 is the only console that offers you DVD playback straight out of the box: GameCube just plays games and with Xbox you'll have to shell out extra for the drivers that enable it to play movies.

Over Christmas, DVD movies sold like hot cakes. According to the research bods at Paramount, DVD players are now in some 2.5 million homes in the UK (more than 3 million with PS2s taken into account) and sales of films now enjoy a 30-70 split, currently in favour of VHS. But this is expected to rise to 50-50 by the end of next year which means more films being released and the price coming down. With stuff like the *Tomb Raider* and *Final Fantasy* special editions on the way, you know you don't want to miss out.

DVDELICIOUS

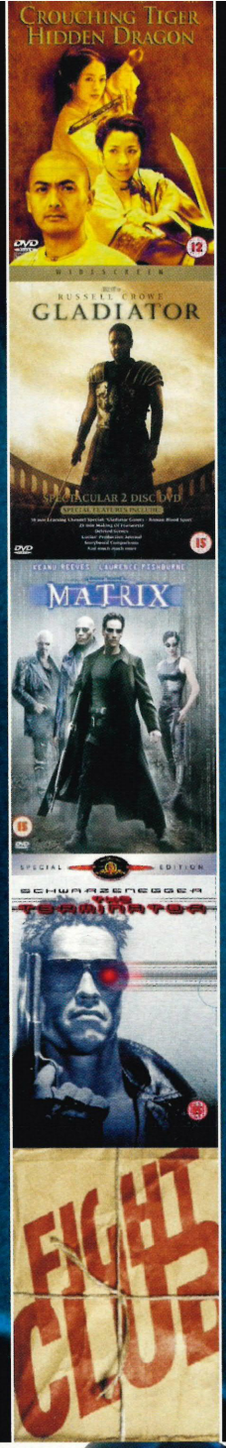
Crouching Tiger, Hidden Dragon
Love and fighting in mythic China. And – oh! – the flying.

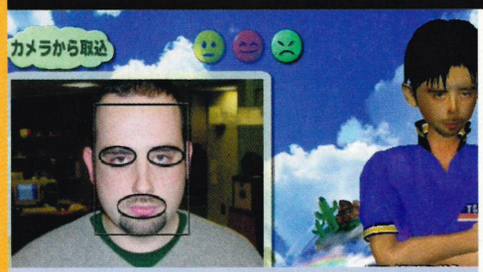
Gladiator
Romans. Sandals. Tigers. Nasty, pointy stabby things.

The Matrix
Keanu saves the world. You can know kung-fu too.

The Terminator
Seminal tech noir thriller with cuddly uncle Arnie.

Fight Club
Brad Pitt and Edward Norton duke it out to bring down capitalism.





13 YOUR FACE HERE!

Face up to the future of videogames.

Wanna star in a game? Well, the technology is already here in a number of Japanese games. All you do is, 1) Take your picture with a digital camera, 2) Hook it up to your PS2, 3) Push some buttons and – BAM! – you're a footballer in *ISS* or a golfer in *Everybody's Golf*.

Things can only get better. Word is that many new games will feature this technology including SCEE's fantastic-looking *World Rally Championship*. Seeing your own face go through a windscreen. Now there's a thought.

12 EXO

It's you against the 'bots with the world as your prize.

Once-friendly city-controlling robots go mad in the 21st Century – you and your team of gladiatorial, robotic-enhanced sportsmen are called in to rescue hostages, blast robots and save the day in a gloriously rendered future Hong Kong. Features stealth and blasting gameplay along with kick-ass weapons and robot suits. *Metal Mickey* this ain't.

11 WIPEOUT FUSION

PSone futuristic racing classic shifts up a gear on PS2.

In the PSone's early days, Psygnosis' *WipEout*, more than any game, defined what SCEE's console was about – the future, the tunes, the looks, the racing, the firepower, the sheer *power*. *WipEout Fusion* takes its cue from this seminal futuristic racer but is *not* simply more of the same. Redesigned, remodelled and with a roaring new engine, think of the craziest, most exhilarating roller coaster you can, and combine it in your head with super-fast sci-fi racing. Come November, you will need this like you need air.

Go speed racer go! *WipEout Fusion*'s new engine means the best, he just got better.

09 DARK HORSES

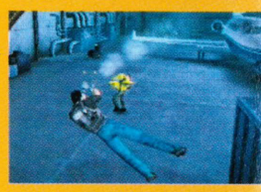
Games that'll surprise you.

Some games just scream "YES!" at you - *MGS2*, for example. There are some, however, that take you completely by surprise and turn out to be corkers in their own right – *Tomb Raider* on PSone, for example. PS2 has plenty of games that boast this kind of potential.

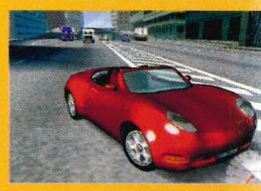
ICO
Ethereal adventure set in a castle. Top of Hideo Kojima's 'to play' list at this year's E3. Woo.

Maximo: Ghosts To Glory
Cute 3D romp inspired by Capcom's Eighties arcade game, *Ghosts 'n' Goblins*.

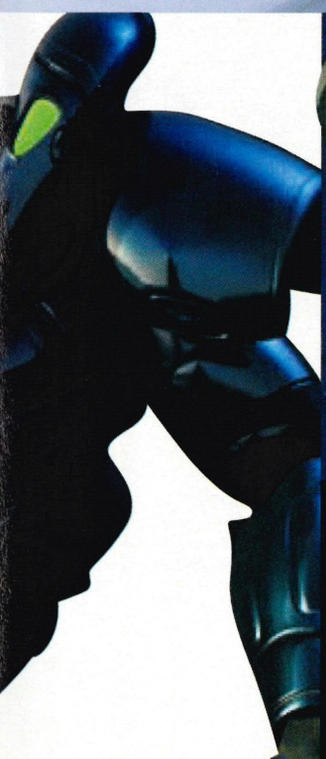
Dead To Rights
John Woo-style blood and thunder third-person action-shooter from Namco.

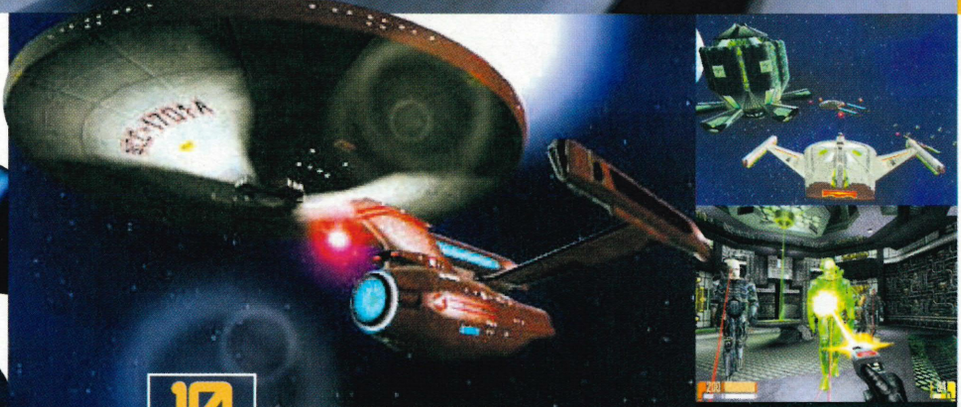


Shiny Red Car
Super-slick city-based racing that comes screaming out of the screen at you.



K-Project
Yeah, we've mentioned it before – but look at how mad it is. Magnificent.





10 STAR TREK

To boldly go where no PS2 game has gone before.

Top: *Shattered Universe*. Bottom: *Elite Force*.

To some, *Star Trek* is a gripping soap opera set in space. To others, it's just geeky. Us? We're simply concerned with the games and there are two crackers heading to PS2.

Elite Force, based on the *Voyager* TV show, is a brilliant *Half-Life*-inspired FPS while *Shattered Universe* is a space-based shooter set in an alternative universe starring the old school cast of Kirk, Spock and Sulu. Think *Star Wars: Starfighter* in a *Star Trek* universe.

While nippers will be frothing about the possibilities of *Episode II*, the old beards can be satisfied that the *Star Trek* universe is coming to PS2. Live long and prosper, indeed.

08 PRICE DROP

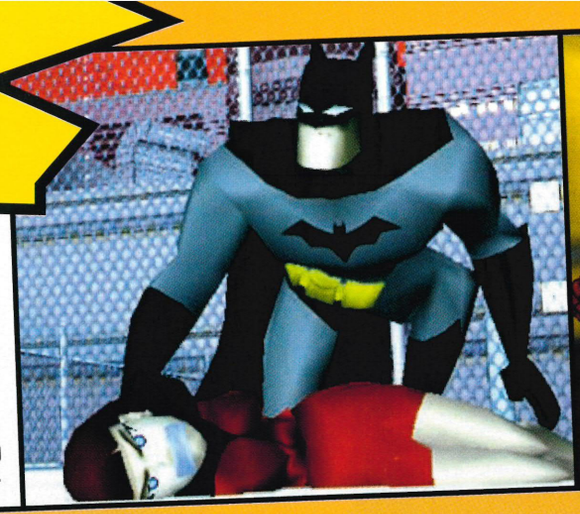
Want that PlayStation 2 but want to pay less? Come this way.

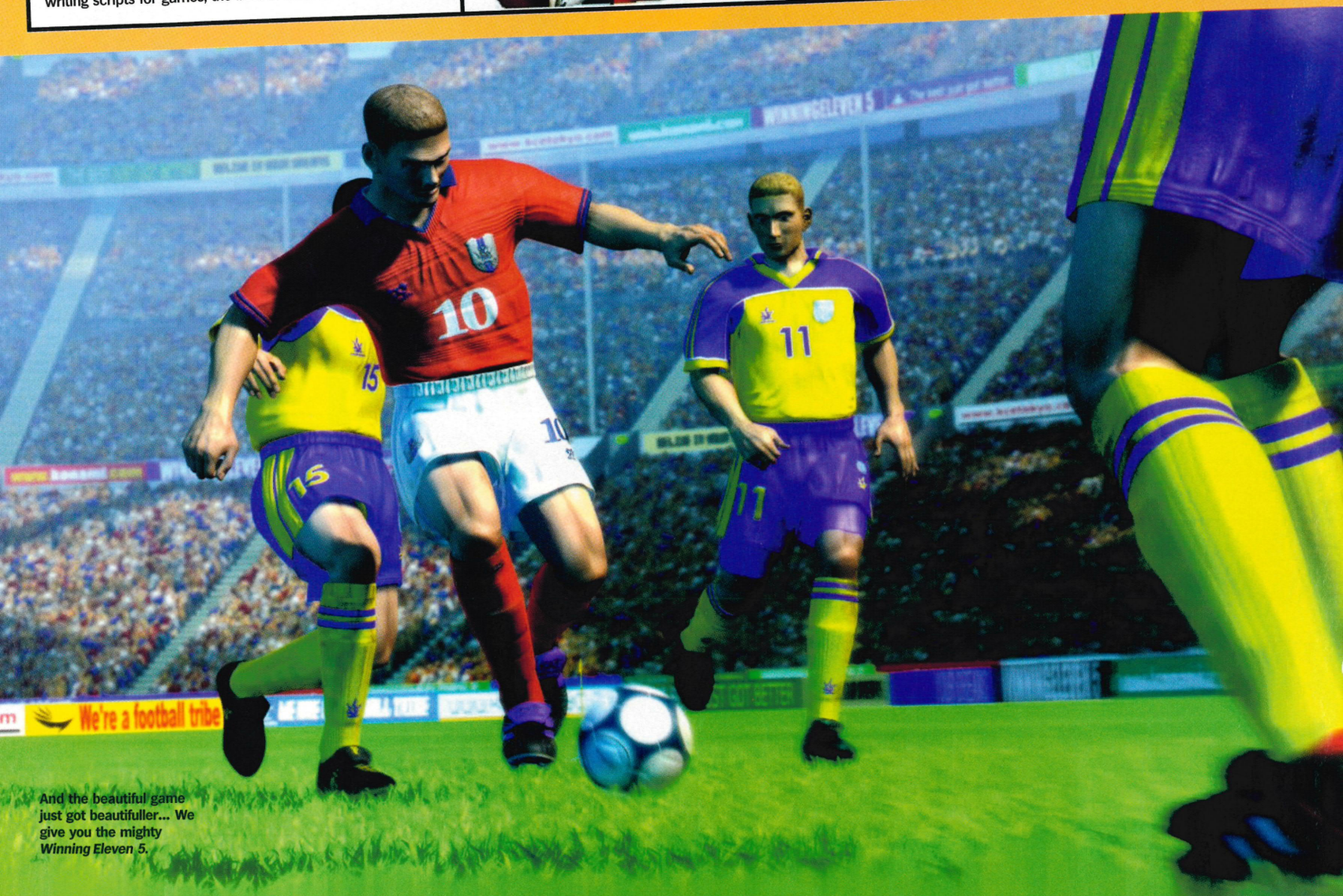
Thirty quid off the price of a PS2 not enough for you? There's been no official confirmation from Sony but insiders suggest there *will* be another price drop soon – either before Christmas or by the time Xbox comes out next March. See? All this competition is a good thing. It means that you pay less to play.

07 COMICS

Holy lazy sub-title! Sorry.

Comics have taken over the silver screen of late (*X-Men*, *Spider-Man*, plus new versions of *Batman*, *The Incredible Hulk* and *Wonder Woman* due). Now they're making a bid for PS2 domination. A new *Spider-Man* game (to coincide with 2002's movie), *Superman* from Infogrames, a *Tenchu*-alike Wolverine action-adventure (SNIKT!), *Batman Vengeance* from Ubi Soft plus an *X-Men* RPG to be published by Activision. With the likes of ex-*2000 AD*-er Simon Bisley recently providing artwork for *Fur Fighters* and cult Brit author Warren Ellis (see page 132) writing scripts for games, the best of comics 2001 is yet to hit.





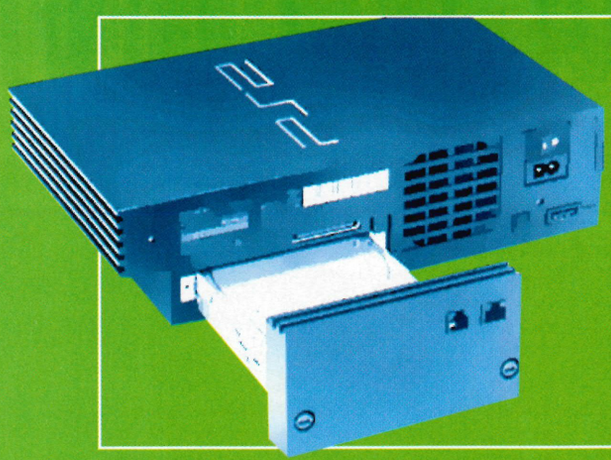
And the beautiful game just got beautifuller... We give you the mighty *Winning Eleven 5*.

06 WINNING ELEVEN 5

Putting the shoot-ooh into football.

We love *Winning Eleven 5*. It is without doubt the best footie game ever made. The instinctive passing, the liquid movement, the players who make mistakes. The commentator who keeps talking about Joey's socks. Add all of this together with addictive gameplay, and it's exactly like... well, real football.

This PS2 version of *ISS Pro Evolution* is currently only available in Japan but when it comes out in the UK (around November time) it will get a change of name, improved player animations, real player names courtesy of a FIFPro license and the gameplay will be given a bit of a tweak. And it's *already* the best football game ever made. Did we mention that yet?



05 HARD DISC DRIVE

Expand your gaming horizons.

It slots neatly into the back of your PS2 and gives you the option of 40GB of storage space on your PS2 but for what purpose? Simple, get yourself a HDD along with a broadband Internet connection and you'll be able to get your hands on movies, music and games and a lot more besides. The new Lara game has already been touted as being episodic, with each 'chapter' released over a period of time and downloadable onto the HDD. *Final Fantasy X* will use it to cut loading times. It's the start of something big – episodic gaming, brave new worlds and renting movies without even leaving your living room.

04 JAK AND DAXTER

Two new superstars of gaming.

This is what happens when the maker of *Crash Bandicoot* goes all freeform. Unlike *Crash Bandicoot*, *Jak And Daxter* is a free-roaming platformer with huge worlds to explore and conquer. Jak is the controllable character while Daxter is his very attached side kick who reacts according to Jak's actions: Jak swims, Daxter lies on Jak and suns himself; Jak performs a roundhouse kick, Daxter hangs on for dear life. Looks like Jak will be leading and we'll *all* follow.

03 YOU CAN BE INVINCIBLE!

Immortality is just a ⊗↙↖◎□ away...

Take a tip from us. Developers are gamers too and they love cheat codes as much as you do. Whether you want to beat the odds and live forever or just race as Jar Jar Binks in *Super Bombad*, your PS2 and *OPS2*'s HardCore section (see page 134) are the perfect combo.

I. AM. INVINCIBLE!!!!

Star Wars: Starfighter: Select 'Options' from the main menu, 'Codes' from the next and enter this password – 'MINIME'

Oni: While playing hit SELECT, highlight the Help section and enter R2,L1,R2,R1,◎,R1,↘,↘,↘,◎

Unreal Tournament: Press START to pause the game, then enter □,◎,←,→,◎,□

02 SONY

The Big Daddy.

What could be better than having the world's biggest electronic firm behind your console? Movies, music and games would be good for starters and that's exactly what Sony have. From Destiny's Child to PS2 to *Crouching Tiger, Hidden Dragon*, Sony is the world's biggest entertainment firm as well. On top of this, they're leading the way with Internet, DVD and mobile phone technology and at the cutting edge of robot design with their Aibo cyber pets.

And the company's integration of all this entertainment and communication technology is at the heart of their PlayStation 2 ideal. What does this mean for you? Well, your PlayStation 2 will become a gateway to a whole world of digital entertainment – downloadable music, movies and games via a broadband connection and the knowledge that your PlayStation 2 is supported by the biggest electronics firm in the world. Smiling yet? Well, you damn well should be.

01 YOU!

It's your PlayStation 2 – why do YOU like it?

This issue, we've tried to give you the 50 reasons why you've made the right choice with PlayStation 2. We've detailed the best games of 2001/2, the technology that will revolutionise your console, development stars who are mapping the future and things we just happen to think are pretty damn cool.

But, without getting too philosophical like, PS2 is an individual experience. Some people like the hardcore twitch gaming of yesteryear, some people like slobbing out with a DVD of *American Pie* and a beer while others can't wait to download real-time weather stats for the San Marino grand prix. Like the PSone before it, the PlayStation 2 is a personal thing that means something different to everyone. Something to do with that Emotion Engine that throbs at the heart of every PS2? Probably not, but beyond all the psychobabble, you're the ones who've paid good money for your PS2 and games – why do YOU think PS2 has a bright future ahead?

To the left of this paragraph, you'll find some of the reasons that regular Postal correspondents have sent to us to give you a few ideas. We'd like you to answer the following three questions about our Top 50 and then complete, in less than 25 words, the reason why PS2 has a great future. You'll find the answers dotted about this feature but the tie-break question is in your capable hands. Be creative, be clever, be positive and be lucky because one lucky reader will win the 50 PS2-related goodies listed at the side of the page.

1. WHICH JAPANESE DEVELOPER IS CONSIDERING A NETWORKED VERSION OF HIS PS2 DRIVING GAME?

2. WHAT PS2 PERIPHERAL NOW HAS 'CLIP' AND 'HAMMER' BUTTONS FOR ITS LATEST GAME?

3. WHAT PAIN-INDUCING PS2 GAME PROMISES TO BE A "RIGHT ROYAL RUMBLE"?

THE PLAYSTATION HAS A BRIGHT FUTURE BECAUSE... (Complete in less than 15 words)

Send your answers on a postcard with your name, address and phone number to: Top 50 Compo, *Official PlayStation 2 Magazine*, 30 Monmouth Street, Bath, Somerset, BA1 2BW, or email your answers to PS2@futurenet.co.uk, marking your mail 'Top 50 Compo'.

Competition Rules

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 15 August 2001. If any prize becomes unavailable, Future Publishing or affiliated companies reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply.

"When Sony release the hardware enabling PS2 owners Internet access, the fun really begins. Slamming someone from Peru at *Tekken 4*, sharpening my gaming skills against a literal world of competition – who's first? The world is mine!" Stephen Green, Wirral

"PS2 has gameplay like *ISS 2*'s that has never been so challenging and realistic. Graphics like those beautiful cars and tracks from *Gran Turismo 3*. Fun like *Fur Fighters*, the biggest laugh I have ever had." Christopher Davies, via email

"When the online facilities become available, imagine what we can do – download all our games and movies to our HDD." Ben Hillier, Wiltshire

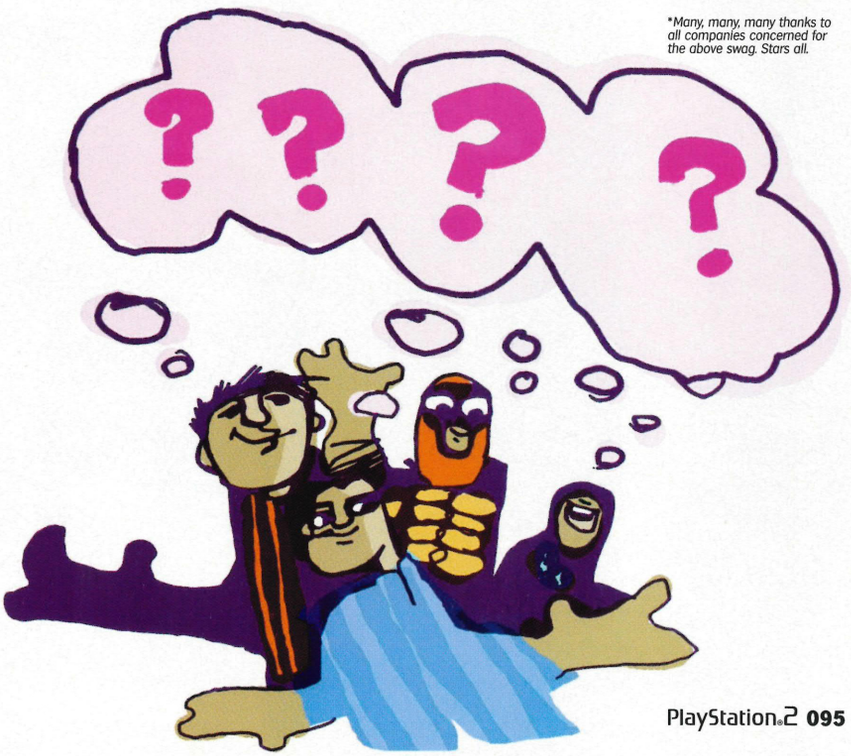
"I'm looking forward to expanding my collection of games with *GT3* and *MGS2*, which look to be setting a new standard for their respective genres." Mark Skrzypczyk, via email

"I could spend the rest of my life babblin on about just how darn good my spankin', wicked, mental PS2 is!" TNT, via email

THE FIFTY PRIZES

1. A copy of *Onimusha*
2. A *Gauntlet* T-shirt
3. A Speedster 2 steering wheel plus a copy of SCEE's *F1 2001*
4. A very cool North Face Rockstar rucksack
5. A copy of EA's *Rugby*
6. A very large pair of *Ready 2 Rumble Round 2* boxer shorts
7. A copy of *Le Mans 24 Hours*
8. A copy of *Star Wars: Starfighter* from Activision
9. Two DVD/CD packages – *The UK Garage Project* and *Visions Of Ibiza Vol One*
10. A copy of *Extermination*
11. A very nice Capcom pen
12. Some Gorillaz stickers
13. A bunch of PSone games
14. A snow globe and mobile phone holder from Infogrames' RPG/adventure, *Technomage*
15. A copy of *The Bouncer*
16. A US-only long-sleeved *TimeSplitters* T-shirt
17. *Shrek* soundtrack
18. A *Street Fighter EX3* T-shirt
19. A copy of *Unreal Tournament* from Infogrames
20. A Rockstar beenie hat plus cool Haze-designed T-shirt
21. A bundle of CDs including Travis, Cast and Faithless
22. A copy of *NBA Street*
23. A promo *Oni* T-shirt
24. Two new DVDs – *Double Jeopardy* and *The Presido*
25. A *UEFA Challenge* Adidas football and T-shirt
26. A copy of *Star Wars: Super Bombad Racing* from Activision
27. A Rockstar hooded fleece plus badges and stickers
28. *Red Faction* poster
29. An *Unreal* T-shirt
30. An Activision O² poster, signed by Messrs Hawk, Hoffman, Slater and Palmer
31. A copy of *SSX*
32. *Infest*, the new Papa Roach album from Dreamworks
33. A very limited edition copy of Reflections' *Driver 2*
34. A copy of *Ring Of Red* plus 'that' *Metal Gear Solid 2* demo
35. Rockstar wind breaker (okay, kagoul) plus T-shirt
36. A copy of *Escape From Monkey Island* from Activision
37. A *Ring Of Red* promo T-shirt
38. A copy of *Rumble Racing*
39. An Afro Thunder doll
40. A copy of *Sky Odyssey*
41. A *UEFA Challenge* Adidas baseball cap, nipper's size
42. A *UEFA Challenge* Adidas baseball cap, big nipper's size
43. A copy of *Crazy Taxi*
44. A very rare *Tony Hawk Pro Skater* skateboard
45. A very cool North Face Talkeetna jacket from Rockstar
46. A copy of *Quake III*
47. A copy of *TimeSplitters*
48. A generous pile of graphic novels from Titan Books
49. A very limited platinum copy of *MTV Music Generator 2*
50. And finally, an extremely limited edition Lara Croft leather 'Rock Technology' jacket, worth around £200!

**Many, many, many thanks to all companies concerned for the above swag. Stars all.*



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GT3: Coming July 2001
uk.scee.com/gt3
Until you can experience the quality of the graphics in GT3, this pathetic photograph will have to do.
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RESIDENT EVIL CODE: VERONICA X

Take a flame-thrower to them

>>The latest instalment of the survival horror standard-setter comes meeping and gibbering to the PlayStation 2. Watch out – she's got claws.

REVIEWS

The latest PlayStation 2 games – reviewed and rated

OPS2 review ratings

If it's for PlayStation 2, and heading for a store near you, we've played it, argued about it, and, ultimately, judged it. Every issue, we look at the latest games and rate them out of 10:

10/10	Utterly essential
9/10	Hugely satisfying and entertaining
8/10	Highly recommended. Definitely worth your money
7/10	Good, solid fare, and well worth a gander
6/10	Better than average, and fine for fans of the genre
5/10	An average game of some merit
4/10	Poor, but may still have the odd moment
3/10	Extremely disappointing
2/10	To be avoided
1/10	Beer mat

OFFICIAL PlayStation 2 MAGAZINE STAR PLAYER

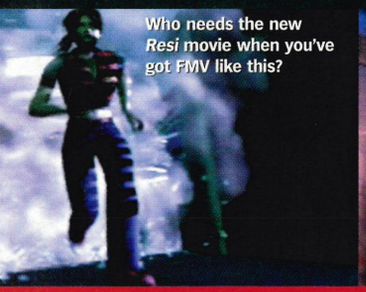
The OPS2 StarPlayer award
Awarded to any game that gets 9/10 or over. This is just our little way of trying to hammer home what is a fairly simple message: Get this game, and get it now.

Game reviews

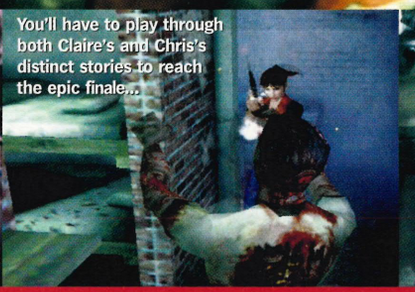
100	Resident Evil Code: Veronica X
106	Gift
108	NBA Street
110	City Crisis
112	UEFA Challenge
114	Ephemeral Fantasia
118	ATV Offroad
120	WDL: WarJetz
121	CART Fury
123	International League Soccer
124	PSone Reviews

Media reviews

128	**DVD reviews:** Traffic/Requiem For A Dream/Sexy Beast/What Women Want/Raising Arizona/Scary Movie/Keeping The Faith
130	Top 10 Hitchcock DVDs
132	Interview: Warren Ellis/Internet round-up
133	Books/Magazines/Music reviews: The Beta Band/Aaliyah/D12/More



Who needs the new *Resi* movie when you've got FMV like this?

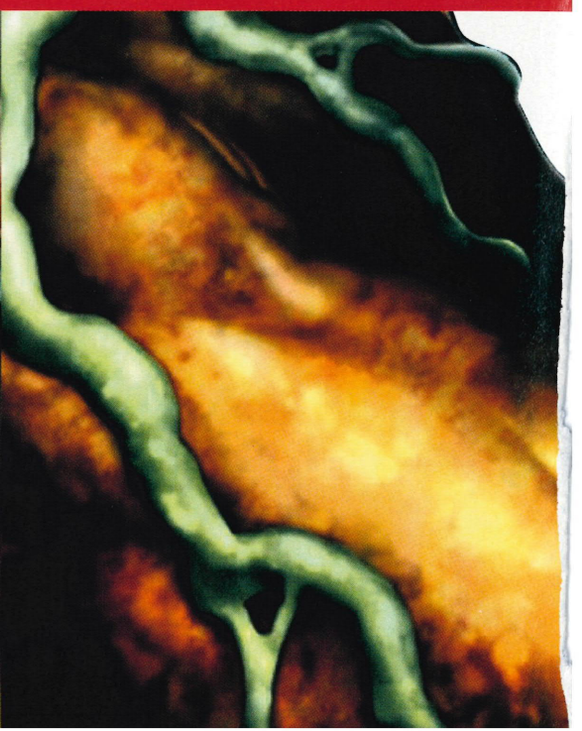


You'll have to play through both Claire's and Chris's distinct stories to reach the epic finale...

RESIDENT EVIL CODE:

Mikami's legendary survival horror series is back, a gleam in its eye, a dismembered body part in its fetid grasp...

The joys of survival horror. Where else in life can you remove zombie heads from zombie shoulders?

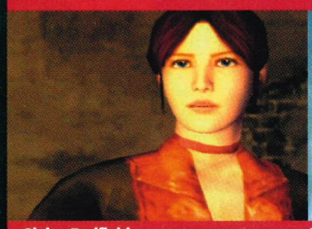


The siblings are finally reunited near the end. Aww.

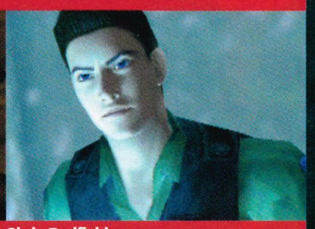
VERONICA X

MEET THE CASTAWAYS

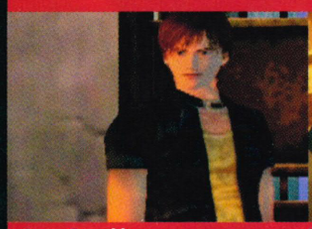
Valiant champions of all things good and human, evil pawns of the corrupt Umbrella Corporation, stick them on an island, stand back and watch the blood fly. These are the heroes and villains of *Code: Veronica X*...



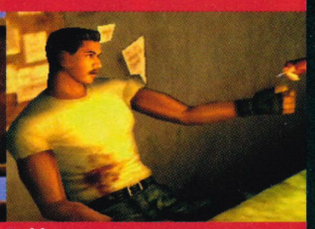
Claire Redfield
The heroine of *Resident Evil 2*. After escaping Raccoon City, Claire was captured by Umbrella when she infiltrated their Paris HQ in search of her brother, Chris. Imprisoned on a monster-inhabited island, Claire must use her resources to save herself.



Chris Redfield
The hero of the original *Resident Evil* and a member of the elite S.T.A.R.S. police force. Missing in action since his heroics in the first game, Chris arrives at Umbrella's island base after a tip-off that Claire is held captive there. As usual, he's a couple of steps behind his sister.

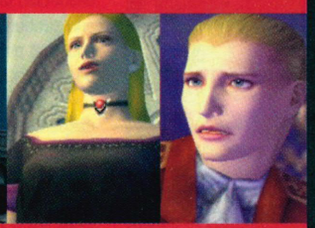


Steve Burnside
Steve's father is an ex-employee of Umbrella who was discovered selling the company's secrets. The whole family was then imprisoned at the base. Emotionally scarred as a result, Steve's attraction to Claire thaws him out and they work together to escape the island.



Rodrigo
An Umbrella agent but a decent bloke. After the island turns into a zombie-ridden hell the wounded Rodrigo frees Claire from her prison cell. In dire need of medicine, when you find some return to the prison compound and Rodrigo will give you a useful lockpick in exchange.

Albert Wesker
Worked alongside Chris in the S.T.A.R.S. force but turned to the dark side and became his evil nemesis in the original *Resident Evil*. Thought to have died at the end of the first game, Wesker is back and seeking revenge on the Redfield family.



Alexia and Alfred Ashford
Direct descendants of one of the founders of Umbrella, the identical twins run the island base and are hell-bent on restoring the sinister company to its former glory (by any means necessary). The main villains of the game, this strange pair are nothing like what they first seem...

OFFICIAL PlayStation 2 MAGAZINE
STAR PLAYER

Publisher: Capcom Eurosoft
Developer: Capcom
Price: £44.99
Players: 1
Release: 7 August
Web site: www.capcom.co.jp/veronica/index.html

Back story
The biggest and best instalment in Capcom's survival horror series has finally lurched onto PS2. Originally released on Dreamcast, this version is identical apart from the addition of two cut-scenes which delve deeper into the story of villain Albert Wesker. No great change then, but enough to make this the ultimate incarnation of the ultimate *Resident Evil* game.

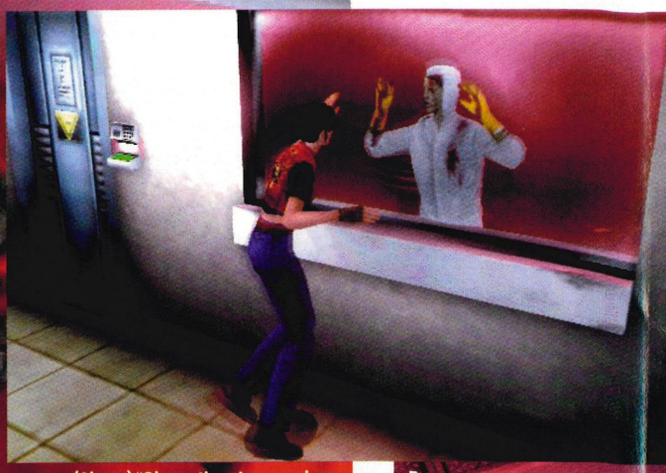
You exit the prison compound through a dingy, blood-splattered corridor. Once outside you look around... wait... listen. There's no movement, no sound apart from your own quickening pulse, just a deathly, foreboding calm. Walking past the smouldering wreck of a truck, it suddenly explodes and blasts you into a graveyard. From the blazing machine a zombie emerges. Aflame from head to toe, he walks toward you, reaching, almost smiling as his undead brain registers the prospect of food. You scramble away but the problem is about to get much worse as the unholy ground erupts and corpses surface all around. With only a knife for protection there's no option but to turn and run. One of the zombie's grabs you and takes a bite but you shake free and escape to fight another day. You vow to return to this place. Only next time, you'll be carrying a gun...

For *Resident Evil* veterans, this opening encounter with the zombie hordes will be a familiar enough set-piece to get the blood flowing. For newcomers to the world of survival horror, it's just the first step in one of the scariest videogame journeys you'll ever take. Close the curtains, turn off the lights and tell the neighbours not to worry if they hear skin-crawling screams in the night. *Resident Evil* is back and it's bigger, bloodier and better than ever before.

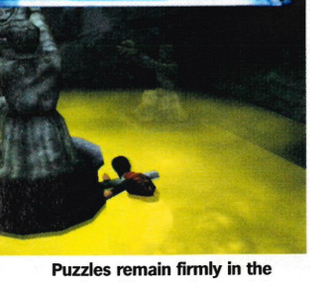
Code: Veronica X takes up the epic *Resident Evil* saga three months after the events of *Resi 2*. Having escaped the zombie-infested Raccoon City with Leon Kennedy, Claire Redfield continues the search for her brother Chris, who has been missing in action since the original game. In events depicted in the stunning opening FMV, Claire infiltrates the Paris headquarters of the sinister Umbrella Corporation before being captured and imprisoned on the company's remote island base. And that's the cue for you to jump in and take over.

As you'll soon discover, those clumsy Umbrella scientists have spilled the lethal T-virus once again and the genetically engineered monster-maker has

(Above) "Oh no, there's a survivor trapped in the lab!" (Left) "Oh no, there's a survivor-flavoured stain trapped in the lab!"



Fearsome Hunters are back in force to stalk Chris during his part of *Code: Veronica X.*



Puzzles remain firmly in the *Resi* tradition, such as solving cryptic number problems (Top) and moving obstacles (Above).

wreaked havoc on the island population. Instead of bikini-clad ladies sipping champagne on the beach and sunburned blokes trying to simultaneously look cool and play volleyball, this island community has become rather more gruesome in nature.

Aside from masses of ravenous zombies desperate to take a bite out of your earhole, rabid hellhounds, vampire bats, giant spiders, poisonous moths and several other nightmarish species populate the island. Oh, and if you get past them, there are some terrifying bosses to contend with. While the previous *Resident Evil* games could be accused of being a little short on enemies, *Code: Veronica* X has more monsters per square yard than a hen night in Bradford.

Another area where *Code: Veronica* X offers increased value for money is in its sheer size. With more hours of gameplay than all its predecessors put together, for the first time in a *Resi* game you can *feel* both the size and the quality. Add drastically improved visuals and sound to the mix, plus a superior narrative that truly draws the player into its chilling embrace, and we're looking at the pinnacle in survival horror gaming.

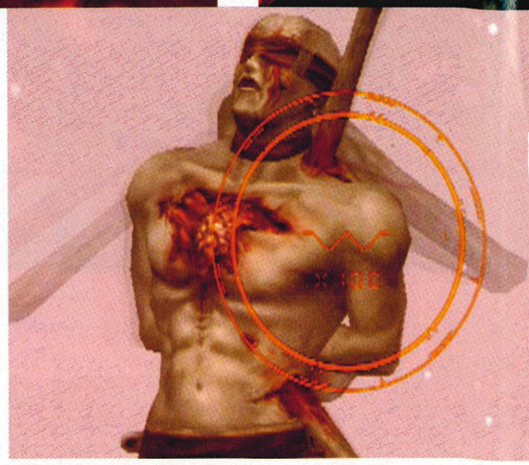
//You can *feel* both the game's size and quality. This is the pinnacle of survival horror//

The format of the adventure remains in the tradition of *Resident Evil* titles: monster-blasting and cryptic puzzle-solving supply the action, while numerous creepy cut-scenes help to unveil the story. Evolution rather than revolution it may be, but considering this familiar structure has captured the imagination of gamers worldwide, Capcom can't be blamed for not tinkering too much with a successful formula.

ISLAND OF LOST SOULS

In the red shoes of Claire (and later the work boots of Chris) your initial task is to try and make it off the island in one piece. Along the way you'll encounter help in the form of Leonardo Di Caprio lookalike, Steve Burnside, a disturbed young man who becomes Claire's romantic interest. As well as hindrance in the form of undead freaks and typical 'locate blue shield to fit into monument and unlock secret passage'-style puzzles, shocks come thick and fast thanks to a seemingly endless supply of ingenious set-pieces, some requiring a deadly trigger finger, others demanding brains rather than brawn.

A favourite scene is the encounter with the zombie doctor and his undead patient in the infirmary. At first you think you might be able to



"Shot through the heart/And Claire's to blame!" – that's the only way to kill the Nosferatu boss.

Cackling nutter Alfred Ashford runs the base and constantly bothers you with his sniper rifle.

ARMED AND DANGEROUS

The survival horror armoury that will protect you from a fate worse than death.

Combat knife
More effective than in previous *Resi* games as slashing now 'hits' zombies multiple times, but it's still bloody useless. Discard it in the item box from the offset.

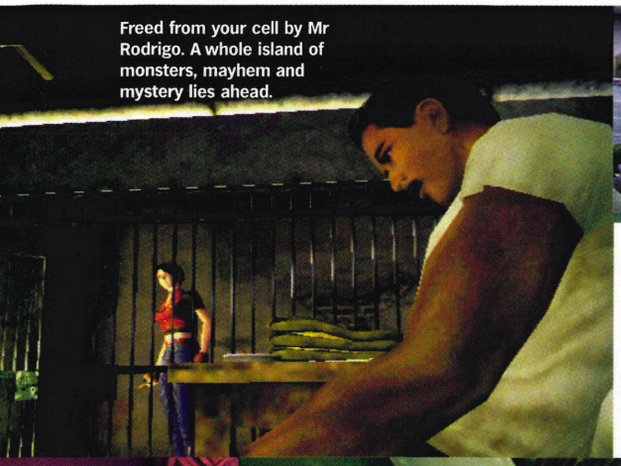
Handgun
Slow-firing and low in damage but this will be your most trusted companion in the early stages. An upgrade can be found later on to make it automatic.

Crossbow
Shoots arrows rapidly but does very little damage. Unless, that is, you combine the darts with the gunpowder box to make deadly explosive arrows.

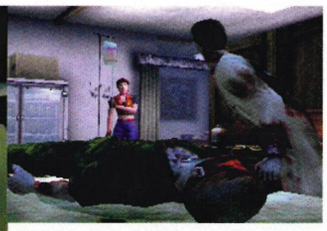
Grenade Launcher
Grenade rounds are plentiful although they're only useful from close range. Sadly, the far more powerful acid and flame rounds are few and far between.

Shotgun
This baby is exclusive to Chris's adventure. It no longer blows zombies in half unfortunately, but aim high and you can take their heads off with satisfying one-shot kills.

Dual Automatics
Collected by Claire early in the game, avoid temptation and save these for the perils ahead because there are no ammo reloads available for them.



Freed from your cell by Mr Rodrigo. A whole island of monsters, mayhem and mystery lies ahead.



Visitors to the infirmary can expect treatment on a par with the local NHS hospital. But with less queueing.

The relationship between Claire and Steve gradually turns mushy as the story progresses.

sneak past unseen while they're busy eating each other on the operating table. But once they catch sight of you, the two of them are across the room in a flash, forcing some desperate close range shooting. Although this type of bloodthirsty combat provides the bulk of the excitement, it's imperative to be careful with your ammo, avoid confrontations if possible and save the most powerful weapons, like the Uzis, for later in the adventure. This is a difficult game, so if you waste your ammunition and end up facing one of the bosses with merely a handgun, then death is just a heartbeat away.

After spending hours escaping the island, all the previous *Resi* games would just have ended there. But not *Code: Veronica X*. At this point (having just crashlanded at Umbrella's Antarctic HQ), you're still only halfway through and there's plenty of exploring with Claire plus Chris's entire (and significantly different) adventure to negotiate. And it wouldn't be a *Resident Evil* game if the conclusion didn't take place in an eerie mansion, now would it?

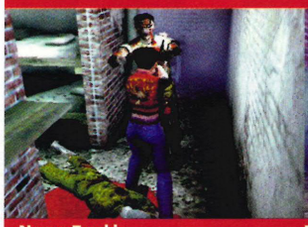
This time around the evil protagonists at the core of the story are the Ashford twins, Alexia and Alfred. Descended from one of the founders of Umbrella, their involvement in the T-Virus is more than just a business affair and the sadistic siblings present a powerful barrier between you and safety.

The private residence of the siblings is among the best of the game's numerous, horror movie inspired locations. A haunted house on the hill, it evokes menacing impressions of the Bates Motel and, like Norman himself, one of the inhabitants has a kinky form of psychosis. As you approach the house, lightning flashes, thunder crackles and fog swirls around as if attempting to disguise the malevolence of the building. Upon reaching the final staircase, sinister music reaches a crescendo and two Bandersnatches spring out to scare you half to death. These new, elastic-limbed monsters are a handful to say the least but if you manage to dispose of them, the only thing between you and the interior of the residence is a door. The question is, just what the hell is lurking on the other side?

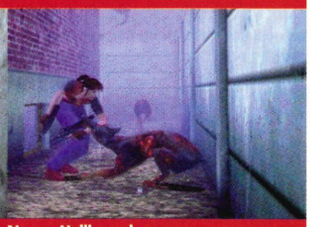
This cinematic feel is enhanced immeasurably by the superb aesthetics. *Code: Veronica X* may be just a direct port from the original Dreamcast version but it still looks better than the vast majority of games out there, largely thanks to the much-heralded switch to real-time polygonal environments. All the earlier *Resi* games – and even Capcom's PS2 survival horror-'em-up, *Onimusha* – have pre-rendered backdrops and while these are extremely detailed, they do sacrifice the sense of interaction, of really existing within the game world.

SURVIVAL HORRORS

They do the mash, they do the monster mash. Hide behind the sofa as we present the all-singing, all-dancing, all-maiming cast of vicious *Code: Veronica X* beasties.



Name: Zombie
Dissection: *Code: Veronica X* is jam-packed with the common or garden undead scum we all know and love. They move slowly but if they grab you then expect to lose a handful of flesh.



Name: Hellhound
Dissection: Naughty doggies infected with the T-virus. Listen out for their howls and draw your weapon or they'll be on you in a flash. Only a few of these sick puppies appear in the game.

Name: Spider
Dissection: Creepy crawly arachnids that scuttle about spitting poisoned phlegm at innocent passers-by. They're fairly easy to kill apart from the humungous queen spider Chris encounters.

Name: Moth
Dissection: Annoying oversized insects that poison you and leave their nasty grubs to munch on your back. Restricted to the Antarctic base so stock up on blue herb antidotes when you arrive there.

Name: Bandersnatch
Dissection: A new breed of monster with a name nicked from Lewis Carroll's *The Jabberwocky*. They're extremely tough and have stretchy limbs enabling them to attack from anywhere.

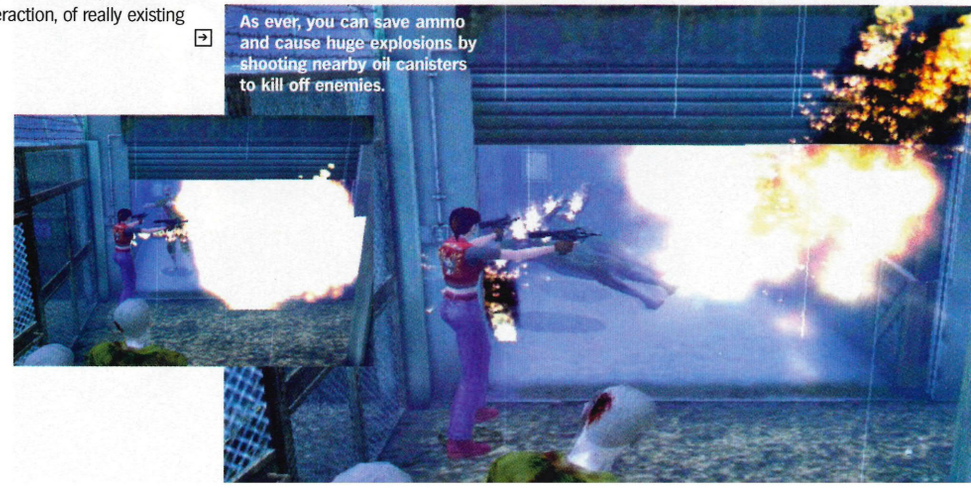
Name: Hunter
Dissection: These fast, lethal predators from the original game return to plague Chris during his part of the adventure. They come in both 'normal' and poisonous forms. Fear their popping knees.

Don't get in the water with this Albinoid or he'll fry yo' ass with evil electricity bolts.

Dual Uzis
The Uzis are effective but their ammo count drops at an alarming rate. And like the Dual Automatics, you can't reload 'em.

AK-47 Rifle
A superb weapon for the latter stages of the game, it can wipe out everything apart from the well-hard bosses. Again, there's no replacement ammo so use sparingly.

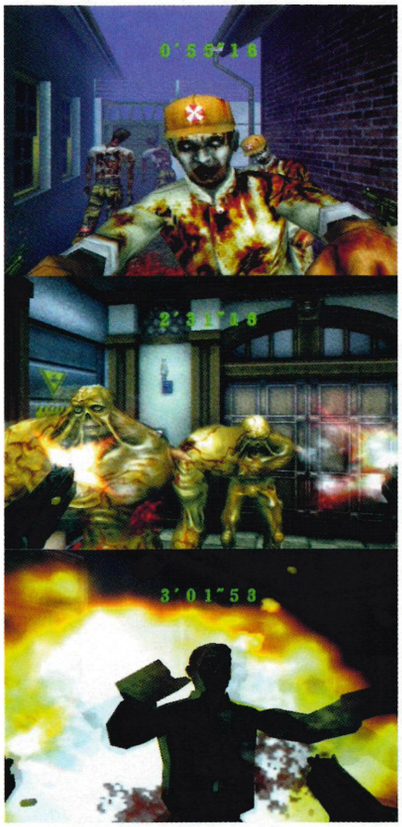
Magnum
You'll feel lucky, punks, when you get hold of this beauty. By far the best weapon in the game, it hardly has any ammo so you must save it for the final bosses.



As ever, you can save ammo and cause huge explosions by shooting nearby oil canisters to kill off enemies.

BATTLE SCARRED

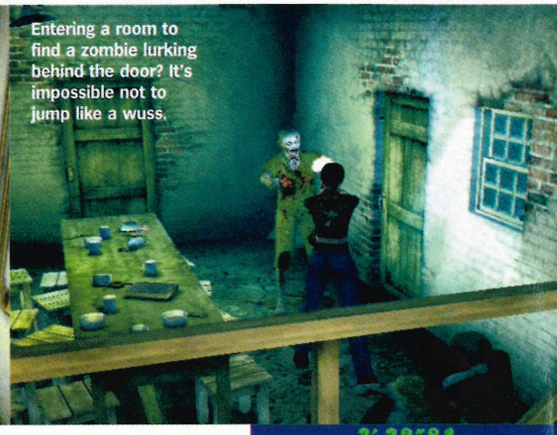
After finishing the adventure you're rewarded with the brilliant bonus that is the Battle mode. Here you can choose one of the main characters and fight your way through loads of monster-infested environments. Depending on your actions in the full game, the following goodies can be unlocked for use in the Battle mode.



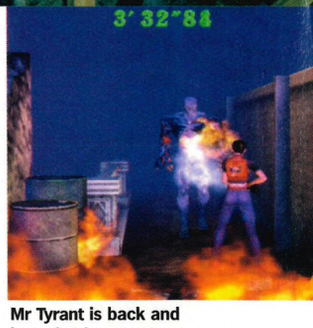
1. Collect the sniper rifle to unlock a first-person perspective (Above).
2. Perform well as Claire to unlock the Alternate Claire character.
3. Collect the Gold Luger to unlock Steve in Battle mode.
4. Pick up Wesker's sunglasses to unlock him.
5. Finish Battle mode as Wesker to unlock Alternate Chris.
6. Unlock Hunk (the crazy tofu man) by finishing the main game in 3.5 hours (!!!) and collecting every file and letter. Virtually impossible to get, this one.

Combine the arrows with gunpowder to create explosive darts. Many hilarious undead infernos ensue.

Line up the targets and it's possible to take down a couple of zombies with a single burst of gunfire.



Entering a room to find a zombie lurking behind the door? It's impossible not to jump like a wuss.



Mr Tyrant is back and he's ain't happy. Use the acid grenades to put him right.

Despite being in true 3D, *Code: Veronica X* loses none of the detail in its backgrounds (which look as if they've been conceived by a twisted Hollywood set designer) and has the massive advantage of being able to use a free-roaming camera. No longer locked into position, it can track characters as they move, zoom into close-ups to show the emotion on their faces and even pan into hidden crevices to give the unsettling impression that there could be a monster lying in wait, watching, preparing to pounce.

Almost unheard of in videogames, *Code: Veronica X*'s soundtrack is just as impressive as its visuals and plays an equal part in building the atmosphere. The orchestral score is a perfect match for the on-screen events; turning the chills up to 11 when danger is just around the corner and becoming more tranquil when you're in the sanctuary of a save room. Effects are suitably macabre with familiar sounds like zombies groaning and munching on flesh, the patter of spiders scuttling in to attack and the unfamiliar (and therefore more unsettling) noises emitted by the less common creatures in the game. Even the voice-acting has improved out of sight compared to the earlier games. Admittedly, the performances are unlikely to get Bobby De Niro worried but at least the interaction between characters no longer inspires derision.

//Almost unheard of in videogames, the music is as impressive as the accompanying visuals//

One area where improvement is desperately needed in the *Resident Evil* series is with its infamous control system. Sadly, it remains completely unchanged. *Code: Veronica X* does support analogue control but it isn't properly configured and remains the same clunky system that was programmed for the D-pad back in the day of the original *Resident Evil*. There's no advantage to using the analogue stick and instead of having a full 360 degree range of movement you still edge around like a malfunctioning robot, barging into walls and being grabbed by monsters you should be able to avoid. On the plus side, the 180 degree quick turn, which first appeared in

Claire's first encounter with the living dead occurs in the graveyard with this charming man.

The creepy Bates Motel inspired Private Residence. Pray that mummy isn't home...

The *Changing Rooms* team went for the Goth vibe.

You take control of trigger happy Steve for a brief part of Claire's game.

When Chris gets hold of his trusty shotgun, zombie dismemberment is taken to a new level. Mmm, gory...

Dino Crisis, has been included and this does make it easier to get away when you're surrounded by enemies.

RESIDENT PROBLEMS

Another feature making an unwanted return is the static loading screen business; showing steps being ascended and doors creaking open as you enter a new area. There is an argument for including these screens because, as every horror fan knows, the scariest thing is what your imagination tells you is skulking behind the door so extending the suspense could well be an intelligent concept. However, it's highly unlikely Capcom includes these loading screens for artistic effect and if it's just a case of lazy programming no-one would mourn their loss from the next survival horror instalment.

An irritating aspect of *Code: Veronica X* that Capcom has absolutely no excuses for is the fact that it hasn't been optimised for PAL release. Yes, those old miscreants slow-down and borders raise their fetid heads once again, making the game more sluggish than its NTSC counterpart. While not as harmful as in, say, a racing game, the slower pace does have a negative effect as it just exacerbates the already ponderous control system. Rest assured, your enjoyment won't be diminished but it is disappointing that such a big game hasn't been converted with the tender loving care its status deserves.

Aside from this, there's one more accusation that can be aimed at *Code: Veronica X*. The fact that it's, basically, an 18-month-old game. The only difference between this PS2 release and the earlier Dreamcast version is the addition of two cut-scenes which feature the treacherous Albert Wesker; expanding on his shady involvement in the big Umbrella conspiracy.

Obviously, this means that if you've already completed the game on DC there's not much point updating to this version. But for everyone else, *Code: Veronica X* is a categorical must-buy. A classic that demands the biggest possible audience, its sinister power hasn't diminished one iota. If you turn your nose up at the game merely because of its origins you'll be missing out on one of the best adventure titles ever made.

For years the videogame world has been obsessed with the notion of an interactive movie and *Code: Veronica X* comes closer to this holy grail than almost any other game. Its captivating story, cinematic atmosphere, kinetic action, scares, thrills and blood-spillage are more effective than 99% of the horror flicks that seep out of Hollywood each year. *Resident Evil Code: Veronica X* is *The Shining* of the survival horror genre, you'd be a fool to avoid its depraved clutches. ☐ **Lee Hart**

RESIDENT EVIL CODE: VERONICA X

Why we'd buy it:	Why we'd leave it:	A detailed postmortem reveals this is the pinnacle of survival horror. Get the game, get the shotgun, get messy.
- It's the best zombie-'em-up ever made - Hours of adventuring for your money - The Magnum. It blows undead heads clean off	- That horrific control system - Opening door loading screens? On the PS2? - Not an optimised PAL conversion	

Graphics	Incredibly detailed and atmospheric world	08
Sound	Spooky music, vastly improved voice-acting	09
Gameplay	Thrilling, action-packed, typically *Resi*	09
Life span	By far the biggest survival horror game yet	08

09

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

DEVILISHLY GOOD

And if you needed another excuse to buy *Code: Veronica X*, there's the small matter of a *Devil May Cry* demo...

The next, potentially astonishing, game to lurch out of Capcom's survival horror dungeon will be *Devil May Cry*. One of PS2's most highly-anticipated titles, a demo of the game was packaged with the Japanese release of *Code: Veronica X* and the good news is, UK gamers can look forward to the same treatment – except the demo we're getting is a brand-new one which properly shows off its RPG-style character points and the bloodthirsty action as half-man, half-demon Dante wields his mighty blade.

This demo will be available to buy separately in Japan but we can just hang tight for *Code: Veronica X* to be released on 7 August, buy that beauty and get the *Devil May Cry* demo for nowt. Go Blighty!

Meet Gift, the PS2's answer to Mario (it says here).

Using Gift's magic staff, you can freeze water, stop the fans and continue on your way.

Don't give up the day job: Our hero also mixes cocktails.

GIFT

Gallic flair or garlic breath? Whichever, *Gift* seems strangely representative of a nation.

Publisher: Cryo Interactive
Developer: Ekosystem
Price: £39.99
Players: 1
Out: Now
Web site: gift.cryogame.com

Back story
Gift is a collaboration between Phillipe Ulrich, the creator of *Dune* (the first ever videogame on CD-ROM) and Régis Loisel, a leading creative figure in the French comic book industry. *Gift* has also appeared on PC and Game Boy Color.

There's a fine tradition of mad French videogames, rather in the mould of mad French films (*City Of Lost Children*, *Delicatessen* – need we say more?). In fact, one now long-defunct videogames magazine had an oft-repeated truism about it, "It's kooky, because it's French, naturellement," they used to say in *Amiga Power*, of any French videogame that passed under their noses.

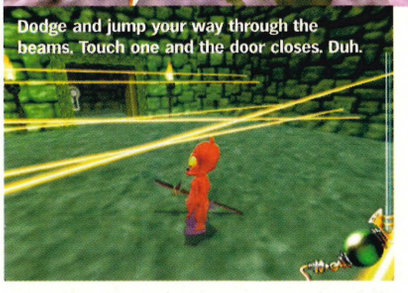
Years pass, technology advances and yet it seems national characteristics stay the same, for what we have here is an amazingly kooky, and French, game. The plot then... stick with us on this one, we know it doesn't make sense. You play the part of a mischevious imp cocktail barman (called Gift) who's seduced into playing a videogame (a videogame within a videogame – masterful PMI here (PMI? Postmodern Irony, natch) set in seven worlds that are parodies of famous films each ruled over by a garden gnome who's meant to be one of the Seven Dwarves except that each represents one of the Seven Deadly Sins too. When you beat each world with the aid of your magic staff you collect one of the dwarves in order to present them to the object of your desire, the needing-to-be-rescued voluptuous princess with a Snow White complex, Lolita Globo who is based (and we quote the game's designer here) on, "All the gorgeous girls of Cryo who were walking in front of our office". Clearly the only kind of PC to have an impact in France is the one designed by IBM in the Eighties.

In fact, hidden beneath this ridiculous 'plot' is a fairly decent platform adventure with some brave and innovative ideas and one or two serious drawbacks. In fact one of the drawbacks is that it's got so many brave and innovative ideas that you can get rather confused by them. Let's take a look.

Light and Dark. The game uses light and dark in some very clever ways. There are some creatures, called Little Clears that can only exist in shadow areas, there are others called Little Darks that can only live in light. Quite a few of the puzzles found in the levels rely on the essential nature of these creatures.

If you move a canopy giving shade to a bunch of Little Clears, they'll have to move too, to stay in the shadow. Similarly there are objects you can push around in well-lit areas where Little Darks operate. As long as you're careful to stay in the shadow of the object you're moving, the Little Darks won't get you. Ingenious, non?

Yow, that's gotta hurt. A sinister Patroller locks on to our hero. Another life gone.



Dodge and jump your way through the beams. Touch one and the door closes. Duh.

HMM... I WONDER

The puzzles at the heart of *Gift* are of a fairly ordinary, 3D adventure nature. Here's one such example.

Box Clever
The big glowing hand marks on this box are a clue that it can be pushed and pulled about the room.

Hole In One
Conveniently it appears to poke through the wall that unnecessarily bifurcates the room. That is lucky.

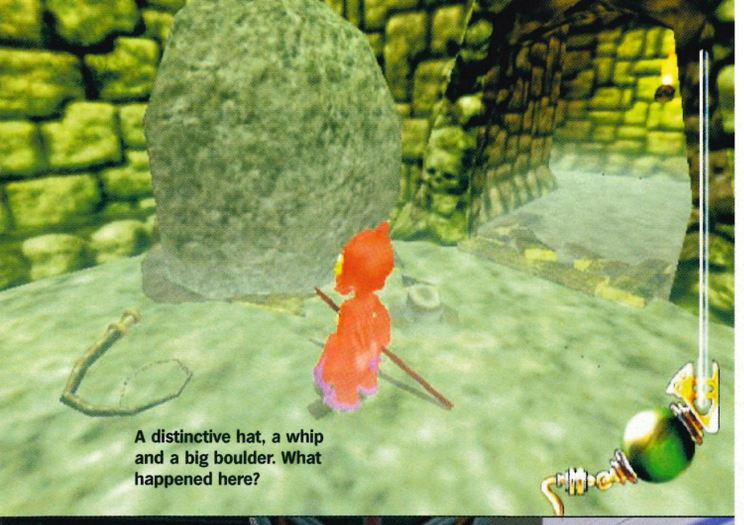
Going Up
Now to ride this elevator platform to the other handy hole in the wall and get into the other half of the room.

Out Boxed
We're in the other half of the room. Look! We can use the box to jump up to another elevator platform.

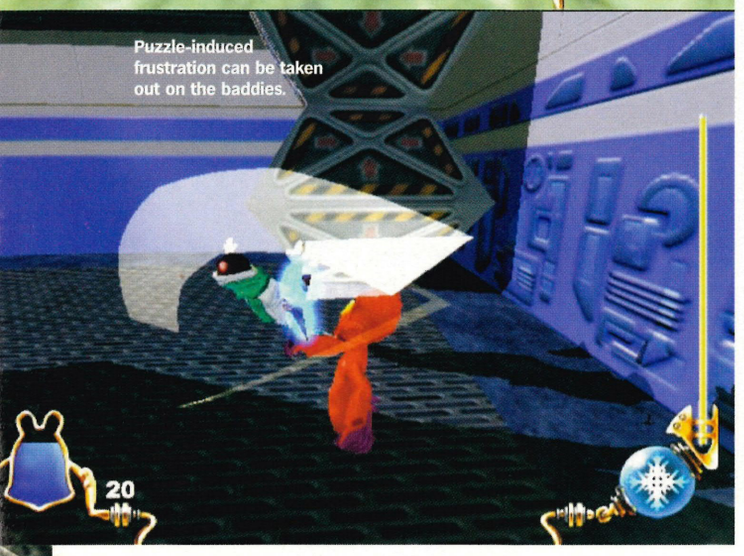
Shell Like
Now we can reach the platform with the Innocent on it. He's a weird creature we can pick up when stunned.

Innocents Abroad
Pick him up and carry the Innocent through several doorways and thence interminably long corridors.

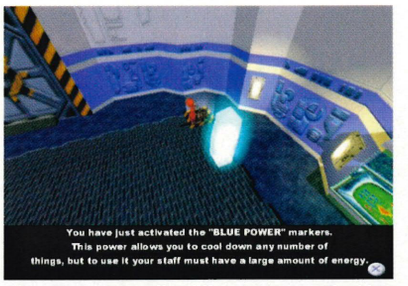
Open Sesame
Dropping the Innocent on this floor switch keeps the circular door open so that we can continue on our merry way. Huzzah.



A distinctive hat, a whip and a big boulder. What happened here?

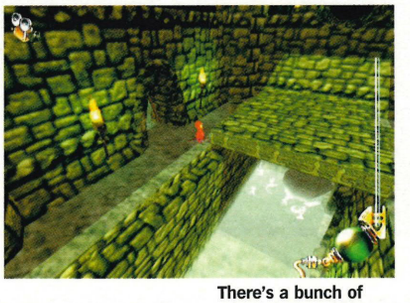


Puzzle-induced frustration can be taken out on the baddies.


You have just activated the "BLUE POWER" markers.
This power allows you to cool down any number of
things, but to use it your staff must have a large amount of energy.

Different crystals offer different powers. The blue one lets you cool things. A Lot. Like freezing.

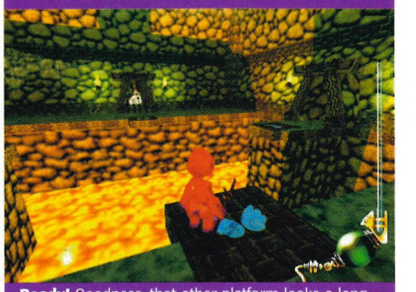
The Little Clears only exist in shadow and can be blasted with light, like this.



There's a bunch of Little Clears living in that shadow. Slide the canopy and they'll have to move too.

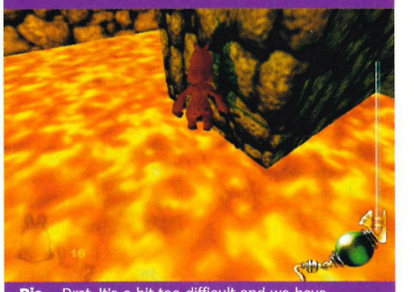
YOU ONLY LIVE 100 TIMES

Tedious repetitive death is a major drawback in your hero's already troubled life.



Ready! Goodness, that other platform looks a long way away. Luckily this space marked with wings is like a trampoline.

Steady! Brace yourself, we're going to go for it. Take a run up and leap into the air like a spawning salmon flying up a waterfall for rudies.



Die... Drat. It's a bit too difficult and we have hilariously died. Still, plenty of lives left. Let's (yawn) try again, shall we? [Go back to the start.]

// Behind the ridiculous plot is a great platform game with a few very innovative ideas//

Light and shadow are also used in another clever way. On some levels you pick up a Shadow Gun. This weapon has a fairly bizarre power – when you shoot at something's shadow with it, the object casting the shadow becomes frozen. Patrolling monsters can be stopped dead in their tracks for a limited period of time, but more ingeniously, moving objects can also be stopped. There's one puzzle where an object drops down a bottomless hole every time you go near it. Solution? Freeze its shadow with the Shadow Gun and you can go and collect it. Simple.

PRESENT ARMS

This puzzle imagination also extends to the magic staff that Gift wields. The staff can be charged up with energy balls that are found lying around the levels and even by terrorising some creatures who can be made to lay energy ball eggs. There are then large crystals lying around which radiate eerily. These crystals will change the power of your staff; yellow ones let you make light, so you can enter previously inaccessibly dark areas, blue crystals let you freeze things so that previously uncrossable stretches of water become ice and green ones will drain your energy.

So what's wrong with the game aside from the ludicrous plot? Excessive difficulty and instant death just about sums it up. Make a mistake in the gameplay (and you can't always seem them coming) and you lose a life. Lose enough lives and, fairly obviously, it's game over. There's a location on the second level where, if you're patient enough, you can earn yourself infinite lives (at least we assume so, we stopped at 40). There's another place, on the seventh level where we couldn't work out how to complete a jump. We tried. And tried. And tried. And we lost 40 lives doing it. And that's where we stopped playing and went for a pint.

This is a great game in parts; innovative and interesting, but the game mechanics of repeated death do nothing to involve you with the character or story line, and the hero himself is, well, quite unlikeable. Bizarrely it seems this is deliberate. Phillipe Ulrich, the game's creator has said that, "The idea was to make a game where you don't play with a hero; the hero plays with you. We didn't want to make him another puppet-hero without personality." Unfortunately a puppet-hero without personality is just the kind of thing you do want. You want to be able to project some of your personality into the character you're playing, otherwise you end up not giving a damn when the stupid, red imp falls to his death again. Instead you stop playing the game. ☐ **Steve Faragher**

It's a bit clever this. By shooting the shadow of the floating blob with my Shadow Gun it's frozen it – you can do the same to any enemies.

GIFT

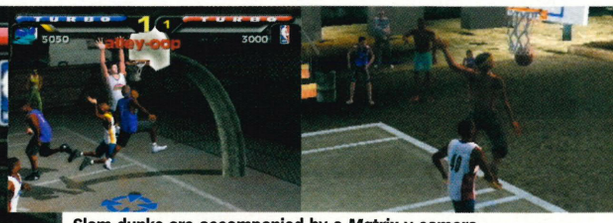
Why we'd buy it:	**Why we'd leave it:**	**A highly original and amusing take on the old 3D platformer but one that lets its riotous imagination get in the way of providing good, solid fun.**
- We love champagne, truffles, paté and acute accents (ahem) - It's a surprisingly cerebral platformer with lots of good ideas	- It's really frustrating to die all the time - We hate the stupid main character	

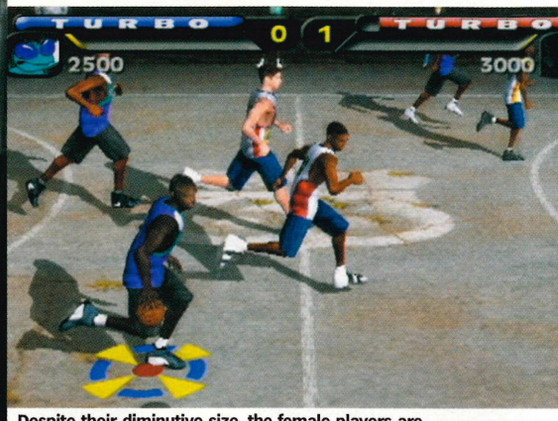
Graphics	Excellently atmospheric and crystal clear	08
Sound	Helps you play the game and rarely rankles	07
Gameplay	Lurches from genius to stupidity	05
Life span	Plenty of levels, but can you be arsed?	06

06

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

Clue: *NBA Street* is not set in Lowestoft.


Slam dunks are accompanied by a *Matrix*-y camera and scary screaming from Mr Commentator.



Despite their diminutive size, the female players are every bit as nasty as their male counterparts.

NBA STREET

"Oi, you! Outside! In the street. Now!" Basketball gets the subtle EA Sports Big treatment..

Publisher: EA Sports Big
Developer: EA Sports
Price: £39.99
Players: 1-2
Out: July
Web site: nbastreet.ea.com

Back story
NBA Street is part of Electronic Arts' EA Sports Big label. In other words, we're talking games based on real sports only bigger, faster and more exciting. Arcade-style games with easy pick-up-and-play gameplay, loud and 'wacky' commentary and lots of over-the-top visuals. Their last game was the much-loved and highly praised snowboarder, *SSX*.

Not your usual EA Sports fare, is *NBA Street*. It's not at all like *FIFA* or any of its ilk – the attention to detail is minimal, stats don't play a big part and there's no stupidly accurate physics model going on. But it is an official license and one that boasts the daddy of all basketball licences, namely Michael Jordan's name and likeness. However, *NBA Street* is not your usual basketball game – it attempts to take the sport back to the street and in the process have a bit of 'fun' with it.

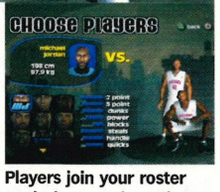
Firstly, the normal player number of five-on-five has been reduced to three-on-three making for more quick-fire passing and shooting. You now only get a single point for a basket within the area and two from outside and, because this is street basketball, fouling your opponent is just part and parcel of the game and will remain un-penalised. It's like playing football with no offside and deadball kicks, getting rid of the elements that normally slow the game down. As a result it makes for pretty decent videogame fodder – all the action, the outrageous show-off slam dunks and alley oops without any of the boring tactical stuff – *NBA Street* is the fast food of basketball.

The game is not unlike a reworking of old arcade/PSone basketball game, *NBA Jam*. When we say reworking, it's actually virtually identical in many ways. Although *NBA Jam* featured two-on-two action, whereas in *NBA Street* you get an extra man on each side, the core of the gameplay remains the same: shoot hoops, stop the other team from doing the same and first to 21 wins.

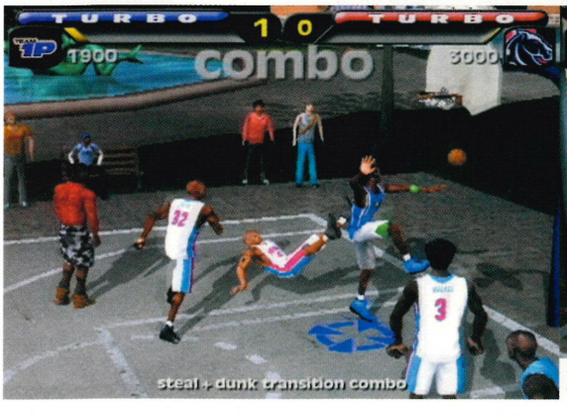
The one-player game is not as inspiring as you would hope. Pick a squad from one of the NBA teams and then play them with street rules against the other NBA teams in progressively more difficult

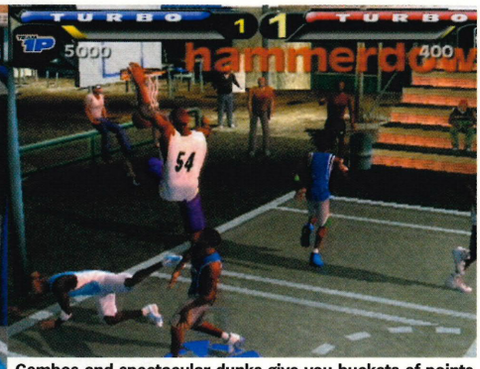
//*NBA Street* is not unlike a reworking of old basketball game *NBA Jam*//

Like real basketball, games are won with good defense (and very tall men).

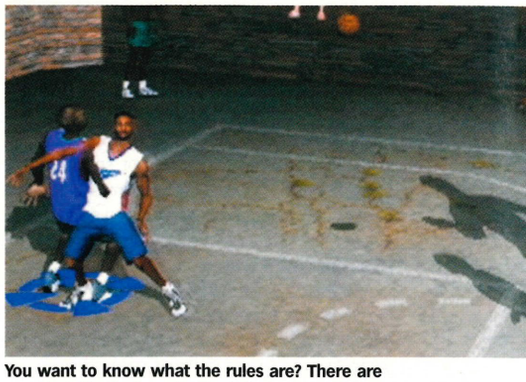


Players join your roster each time you beat the CPU teams.





Combos and spectacular dunks give you buckets of points which in turn build up that trick meter.

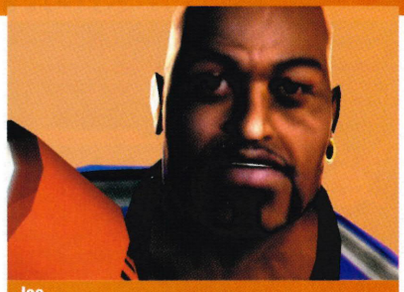

You want to know what the rules are? There are no rules! That's the rule. No, it isn't. YES, IT IS!

STREET TUFF

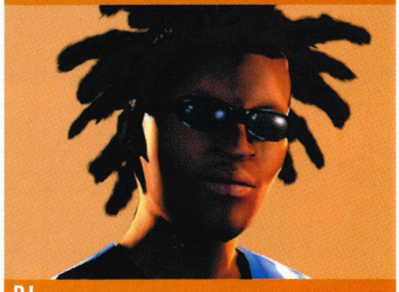
As you progress through the game and beat more teams, you get to 'earn' more players. Strangely enough, the best players (apart from Michael Jordan) are actually those playing on the street and not for the big time NBA teams. These are the pick of a motley crew...

Drake
Probably too small to be a basketball player but has an unnerving knack of being able to score baskets from anywhere on the court.

Biggs
Huge even in the world of basketball, Biggs doesn't have the talent of Jordan but is absolutely superb in defence. And this quality alone will win you matches.



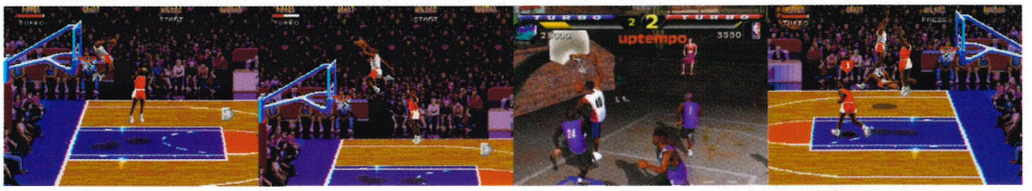
Joe
The head honcho, the main man, the geezer. Joe is the best player in the game bar none. Even MJ has to give way to Joe's great all round play.



DJ
This Jamaican taxi driver (us neither) is just about the biggest show off in the game. Has a complete repertoire of dunks in order to wow the ladeez.

IN A JAM

***NBA Jam* appeared in the arcades in the mid-Nineties and is clearly the inspiration for *NBA Street*. Let's compare the two to see exactly how similar they are...**



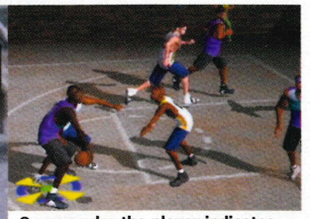
1. Silly players
No Freddy Krueger in *NBA Street* but it has its fair share of made up players.

2. Outrageous moves
Huge, gravity-defying leaps in both games.

3. 'Fun' commentary
No commentary in *Jam* but it does have the same stupid move names.

4. Four players
Ah, four players could play in *Jam* but not *NBA Street*.

Verdict: *NBA Street* is almost identical to a game you could have played ten years ago, with only a few tweaks. Is this really what we want on PlayStation 2? Yes it is, but we want so much more as well...



Green under the player indicates whether he's able to shoot.

Watch in amazement as men jump 15 miles into the air.

tiers. As well as selecting a team you are given the option to create a player, one of the more absorbing additions to the single-player experience. Everything from height, weight and trainer colour can be adjusted to your taste.

HOOPS UP, SIDE YER HEAD

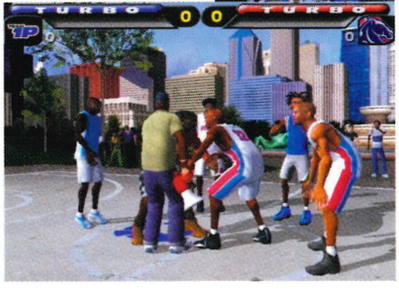
Between tiers you play street teams. The real incentive to winning here is to improve your squad, taking either a player from your recently vanquished opponents or bonus points that can be used to improve a created player's vital statistics. Along the way you earn extra courts, special players and cheats. What this one-player experience unfortunately lacks is any real challenges with leagues, cups or any of the other usual play modes you get with a serious basketball sim strangely absent.

Luckily, the on-court game itself more than makes up for this. It's fast, frantic and showy. Imagine players leaping 15 feet into the air, balls that sparkle when a special shot is imminent and explosive baskets which detonate to signal the end of a game. Although as is the norm for basketball games the play is pretty much end-to-end, because the moves are so much more of a spectacle, you won't tire of the gameplay quite so quickly. The locations are typical downtown haunts like the beach, the boulevard or by the subway and all are complete with fully-animated, loitering spectators.

As this is street basketball, the emphasis is on doing flashy tricks rather than scoring baskets. The more 'long-range', 'special deliveries' and 'reel2reels' you perform, the more points you earn and the more prizes you receive. Different tricks enable you to get past players when one-on-one, or perform unfeasible slam dunk combos, but most of all just give you the chance to embarrass a human opponent with your skills. Of course, just to rub it in, you get an over-enthusiastic commentator, shouting about your achievements. Thankfully, you can shut him up easily enough with a slide of a volume bar.

Although not of the same calibre as EA Big's other PS2 title SSX, *NBA Street* provides a great two-player experience – and that's all. It's simply much more fun performing a perfect combo move against a friend than it is a soulless PS2. Play *NBA Street* alone though, and it's only a moderate diversion. So then, one's dull, two's company, and four would've been great... ☐ **Nick Jones**

Some rules still remain – you have to pop off a shot within 20 seconds.



NBA STREET

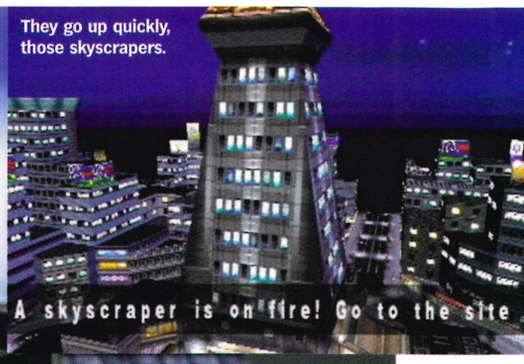
Why we'd buy it:	Why we'd leave it:	Looks acceptable but the Nineties arcade-style gameplay doesn't offer enough to really grab the attention.
- Easy to play - Two-player mode	- Not much longevity - Basic basketball gameplay - Don't get much for your money	

Graphics	Nice animation but can be jerky at times	06
Sound	Hip-hop soundtrack, irritating commentary	05
Gameplay	Lacks tactics and options	05
Life span	Two-player will keep you going for a while	07

06

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

This intro scene is the same quality as the game itself.



They go up quickly, those skyscrapers.

CITY CRISIS

A priceless opportunity for never-ending 'chopper gags' and fun to play too...

Publisher: Take 2 Interactive
Developer: Syscom
Price: £44.99
Players: 1
Out: Now
Web site: www.syscom.co.jp/english/product/city_crisis/index.html

Back story
Syscom is hardly known outside of Japan, and in truth isn't terribly well-known there. Past efforts include management games *I Am The Air-Traffic Controller* and *The Bistro* which boasts 230 kinds of wine and 70 kinds of cheese. "This orthodox management strategy game stimulate your brain!" exclaims their entertaining Web site in flawless Engrish.

City Crisis: literally, a city in crisis. Skyscrapers burn like gasoline-soaked rags, stranded children and animals scream for help, people collapse with heart attacks in the street. Thick, choking smoke causes the emergency services to fall back. A red sports car hurtles through the streets, under the maniacal control of a serial deli-burglar.

Into these mean and dangerous streets must come a hero. A hero with an enormous chopper. Yes, you. Suddenly the smoke starts to thin as the impressive whuppa-whuppa of your rotors dissipates the conflagration, your winchman appears from the roiling clouds, snatches the comatose victim from the ground and it's up, up and away to the local hospital.

Such is the nature of *City Crisis*; you pilot a variety of machines (see Getting Out Your Chopper) through a range of missions. The missions fall into distinct, selectable modes: Rescue (using your winch to lift innocent civilians from the burning rooftops and then putting out said fires using either your mysteriously self-replenishing water jet or water bomb missiles that you collect as rewards for rescuing people), Chase (where you have to keep your searchlight on that mad deli-burglar while the police track him down), Time Attack (flying your chopper through a series of rings floating above the ground) or Final Rescue (an against-the-clock trawl through the aftermath of a serious earthquake).

The game's environment is beautifully realised as you can see from the grabs dotted around this page. Every building is unique, the streets are full of moving cars, and individually-animated people stroll the pavements. There's a definite extra level of realism here that shouts next-gen plaything at you. The only slight disappointment is when you can clearly see that the picture of the driver inside the bus has actually just been mapped on to the outside of the shape, but given the changes in scale involved as your helicopter rises up and down several hundred feet with the city coming up to meet you or dwindling away below you, then it's no surprise that a small amount of cheating had to be done at the most magnified level. Hover a while though and the city will amaze you. Read the advertising hoardings hanging over the streets, or follow the train around its tracks for a while, or see the kids rushing out of the school at breaktime and you realise just what background effort has gone into making this one of the best-realised

GETTING OUT YOUR CHOPPER

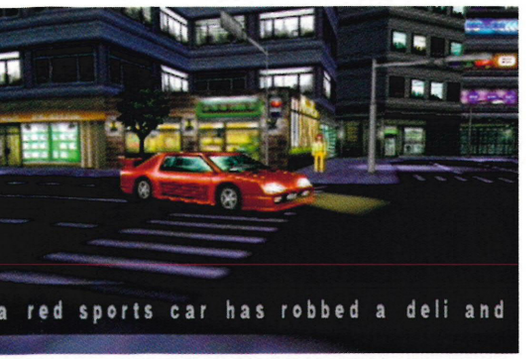
The *City Crisis* hangar has four different helicopters for you to play with, each with its own distinctive characteristics...

Dolphin The standard by which all other choppers are judged, it has a middling capacity for rescued civilians combined with a decent top speed.

Gold Fish The gentleman's choice of pursuit chopper. Its small physical size coupled with excellent rotation means that it zooms down alleys.

Lobster A little large and clumsy but it's also an extremely hard chopper with enormous capacity. You can rescue a lot of people with this beast.

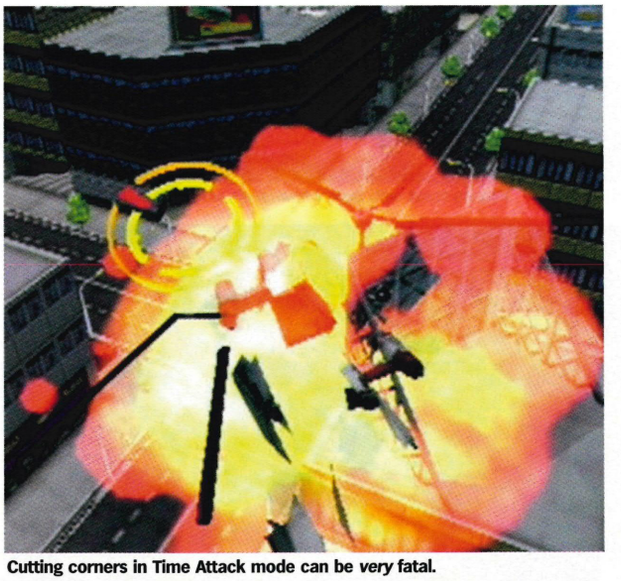
Bat Unlocked only after you've saved it in the final rescue mission. We've been lying; there is another hidden machine but we don't want to spoil it all.



Deadly criminals roam the streets. Ahem.

The trickiest Rescue mission – another chopper.

Delay in snuffing out a fire and it can spread.



Cutting corners in Time Attack mode can be *very* fatal.

Plucking people from burning buildings is most satisfying.

The icons alert you to a victim – colour denotes their status.

That carnival boat swings back and forth – don't get in its way.

Always attack the base of the fire. It goes out much quicker.

CHOPLIFTER

Pay homage to Sega's seminal Eighties arcade pleaser, the legendary *Choplifter*.

City Crisis owes little to *Choplifter* bar the obvious helicopter rescue tie-in, but it's great to see a picture of this 1983 classic again. If you need reminding, *Choplifter* involved flying behind enemy lines to rescue your stranded troops from the enemy's clutches.

virtual cities you've yet to see, on a par with the likes of *Sim City 2000*. And that's simply what's going on in the background.

HOVER FLIES

The helicopters are well constructed too, most especially in their control. The game uses the two analogue sticks to control the vehicle, just like controlling a helicopter in real life. The left stick tilts the chopper so that it flies forward, backward, left or right, while the right stick controls the rotation of the blades and lets you turn your helicopter left or right or gain or lose height. Learning to use the two sticks together is a real challenge – nearly anyone can master it, but it is going to take time. But what mastery can be achieved! You'll learn to swoop down out of the air to effect rescues, zip in and out of tightly-packed city skyscapes avoiding pylons and hoardings as you go. It's a tribute to the delicacy and precision of the Dual Shock 2 that this is achievable and we wouldn't mind betting that it would be possible to pilot a real helicopter with a Dual Shock pad having used it to achieve a level of control impossible with inferior controllers during the testing of this game.

//In these mean and dangerous streets must come a hero. A hero with a huge chopper//

So it's a shame to report, after all this unrestrained positivity, that *City Crisis* is ultimately disappointing. The mission-based Career mode is to blame. It offers the only real meat of the game, and there simply isn't enough on the bone. In total there are seven missions to play, about a third of the number we would imagine to be satisfying. There are four Rescue missions, a very measly two Chase missions (we think the missed opportunity to have a train on fire hurtling through the night while passengers leapt screaming from it is criminal) and the Final Rescue mission.

In a rather stingy attempt to spin out the gameplay, the missions become unlocked only after you've completed the other available missions to a pre-determined standard. You're ranked at the end of each mission in the same method as *Resident Evil*, earning an S, A, B, C, D or E ranking. To open new levels you have to perform to a certain standard in the missions, which involves playing them over and over again to improve your score slightly. This is engrossing, within limits, but all-too-soon becomes simply tiring as you attempt to shave another five seconds off your time to achieve that next rank.

An otherwise wonderful and pretty innovative videogame is likely to be consigned to history's scrap heap because it simply doesn't offer the depth of mission that we've come to expect from the likes of *Red Faction* or *TimeSplitters* or *Gran Turismo 3*. What a pity. ☐ **Steve Faragher**

CITY CRISIS

Why we'd buy it:	**Why we'd leave it:**	**A rare combination of innovation, tight challenges and a superior control system that's let down by a sadly inferior lack of game. It simply runs out on you.**
- Beautiful miniature cities that live and breath - Fantastic control system - Exciting fire-fighting and rescue missions	- It simply doesn't last long enough	

Graphics	Staggeringly good cityscapes	08
Sound	Whuppa-whuppa	07
Gameplay	Superb controls, great challenges	09
Life span	Where did it all go wrong?	04

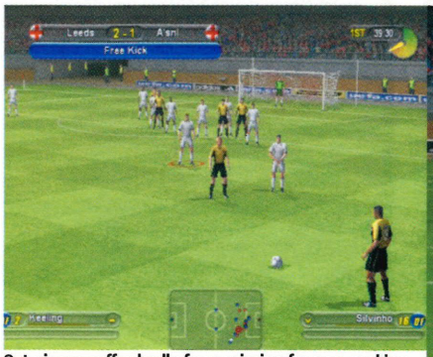
06

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

The shooting action is frustratingly unresponsive and glitchy.

Players react with typical histrionics when the cards come out.

Kearney (we assume that's Robbie Keane) larges it after putting four past the ageing Gooner defence.



Set pieces suffer badly from missing frames, making it virtually impossible to judge the flight of crosses.

A goal-scoring sweet spot. Run down the wing, the keeper foolishy runs out, you slot the ball in.

UEFA CHALLENGE

Football has just been taken to a new level of Sunday League incompetence.

Publisher: Infogrames
Developer: Infogrames Sheffield House
Price: £39.99
Players: 1-4
Out: Now
Web site: www.uk.infogrames.com

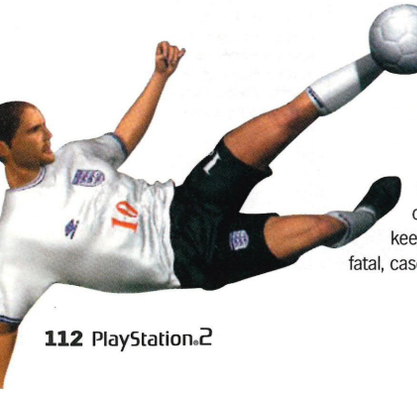
Back story
From the experienced football game developers behind once great PSone title *Actua Soccer*, the team has undergone a drastic loss of form if *UEFA Challenge* is anything to go by. Recently released on PSone to terrible reviews, this PS2 version is, if anything, even worse because it fails so miserably to utilise the superior technology at hand.

From *Microprose Soccer*, through *Kick Off 2*, the sublime *Sensible Soccer* and right up to the present day's *ISS* series, videogames and the beautiful game have always been inextricably linked. But for every Luis Figo there has to be a Carlton Palmer and while we've been spoiled by the great footie games just mentioned, we've also been abused by some hideous soccer stinkers. The infamous travesty that was *World Cup Carnival*, the sacrilegious PSone 'update' of *Sensible Soccer* and many, many others have all spat a grenner in the face of our national sport. *UEFA Challenge* is the latest donkey to join this list of shame.

The horrendous loading times are likely to put you in a bad mood, but once the ref blows his whistle and the match kicks off, that bad mood will rapidly turn into stunned disbelief. It's difficult to fully accept how dreadful this games is.

Collecting the ball, you amble down the wing, pressing sprint but moving jerkily and slowly because the frame rate is so sluggish. You try and square the ball to the edge of the box... then quickly hit pass again because the player failed to respond the first time. As you had to press pass twice, when your team-mate receives the ball he immediately lays it off to the opposition.

The other side hit a long pass which demolishes your offside trap and leaves the striker clean through on goal. While the computer wastes vital seconds deciding which player to give you control over, the forward runs beyond the keeper and instead of rolling the ball into an empty net, he displays a comedic level of AI by passing back to one of his wingers. After a sliding tackle regains possession, you knock it up to a forward who shoots first-time only for the ball to disappear into some kind of space/time continuum before re-emerging in the keepers' arms. There's a severe, almost fatal, case of missing-frame-itis going on here.



As the goalie prepares to clear upfield you'll notice the most startling example of the game's ineptitude: the goals are completely out of proportion, standing about level with the keeper's shoulders. If the developers couldn't even be bothered to draw the bloody posts properly, we shouldn't really be surprised at how much the game stinks.

Yes, there's a fairly decent commentary from Barry Davies and Graeme Souness. Yes, it mostly has the correct clubs, stadia and players – we say mostly because, due to some incredibly complicated licensing anomalies, not all the real player names can be used, meaning that the famous duo Sykes and Berridge are now running the England midfield. And yes, there's a decent range of competitions to test your footballing skills. But when the footie is this bad who really cares?

A lethargic pace, unresponsive controls, missing frames, laughable AI – everything that could possibly go wrong in a football game is right here. It's Sunday league standard compared to the world class perfection of Konami's *Winning Eleven 5*, so for Hurst's sake wait for that classic to arrive in the UK rather than wasting forty quid on this shoddy insult to the beautiful game. A footballing tragedy, *UEFA Challenge* deserves to go down in history as the Worst Football Game Ever On PS2... Yet. □ **Lee Hart**

CRYSTAL BALLS

Considering *UEFA Challenge* is totally useless as a football game, we decided to test its capabilities as a fortune-telling device. Could it prove its worth by predicting the Greece Vs England World Cup qualifying result? This is what happened under (ahem) strict scientific conditions.

VIDEOGAME

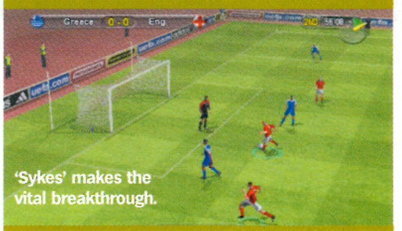
First half: A rather uneventful first half with little goalmouth action and some typically dodgy offside decisions from this stupid game.
Score: 0-0

Second half: After dominating possession, England finally get on the score sheet on the 57th minute thanks to a clinical finish in the box from midfield dynamo Sykes. Berridge seals the victory with a glorious 25 yard drive nine minutes from time.
Final score: 2-0

REAL GAME

First half: A rather uneventful first half with little goalmouth action and some dodgy offside decisions from a stupid Norwegian linesman.
Score: 0-0

Second half: After dominating possession, England finally get on the score sheet on the 64th minute thanks to a predatory finish from ginger genius Paul Scholes. David Beckham seals the victory with a glorious 35 yard free kick three minutes from time.
Final score: 2-0



'Sykes' makes the vital breakthrough.

VERDICT
UEFA Challenge is clearly a magical predict-o-match tool. Everyone buy the game immediately and use it to bet on the football results next season. Sigh.

UEFA CHALLENGE

Why we'd buy it:	Why we'd leave it:	A football game so terrible it's almost an admirable achievement. Buy *ISS* or wait for *Winning Eleven 5*. Do NOT buy this game.
- Um, it's football - We like throwing money down drains	- It's among the worst footie games ever made - Incompetent in almost every department	

Graphics	Adequate visuals but terrible animation	03
Sound	Decent, if occasionally off-cue, commentary	04
Gameplay	A pitiful, almost unplayable, game of football	02
Life span	One match is more than enough punishment	01

02

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

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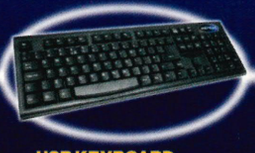

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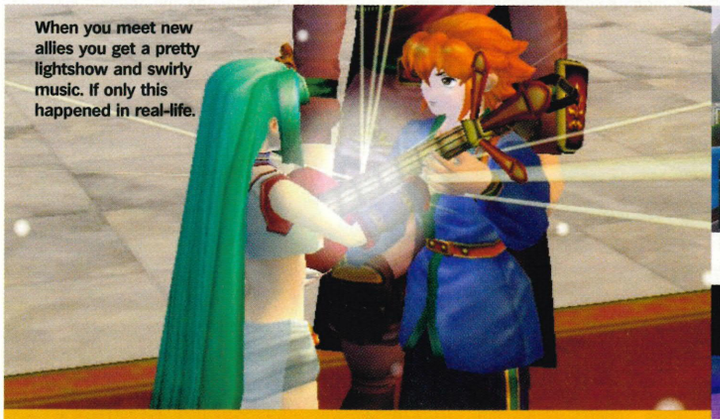
* Includes the latest codes available from www.codejunkies.com,subject to publishers' release dates

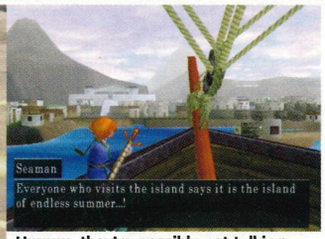
Closing time can get messy. "Watch out, Kev! He's got a bloody scabbard!"

Despite the well spaced out plot scenes, you'll spend a lot of time wandering about aimlessly.

Listening to the inane chatter of town folk is sadly vital for picking up clues.



When you meet new allies you get a pretty lightshow and swirly music. If only this happened in real-life.



Hmmm, they're possibly not talking about Blighty, then.

The 'dynamic' camera angles do little do enliven repetitive battles.

EPHEMERAL FANTASIA

Only enchanting guitar melodies can save the world! Yes, you read that right.

Publisher: Konami
Developer: KCEJ East
Price: £39.99
Out: August
Web site: www.konami.co.jp/kcej/products/e_fantasia/us/index.html

Back story

Konami has rarely flirted with the RPG genre over the last decade, producing only a handful of sword and sorcery titles (including the much overlooked PSone gem, *Suikoden: Demon Century*). The company is more famous for its rhythm action fare – think *Dancing Stage, Beat Mania, Drum Mania* and *Guitar Freaks* – so we're not overly surprised with this game's unique feature.

That wonderful *Guitar Freaks* controller – available at an import shop near you...

We're prepared to bet a very large sum of money that, at no point in the entire history of the RPG has a gamer said, "Well this *Final Fantasy* lark is all very well, but why can't you just sit down and play a guitar?" For some reason that hasn't stopped Konami producing the worlds first RARPG. Which stands for Rhythm Action Role-Playing Game. And we really hope it catches on.

It all starts like this. You play Mouse, a roving guitar player, songwriter and thief. When Mouse is summoned to the small island of Pandule to compose a romantic ballad for an impending royal wedding, he immediately accepts the challenge. At first, the island's ruler Xelpherpolis seems like a nice enough chap and his wife-to-be Princess Loreille is a corker. But there's something rotten in the state of Denmark: Mouse can't shake a terrible feeling of impending doom and Loreille doesn't seem overjoyed at her forthcoming nuptials. It's your job to find out what the heck is going on.

This is done in standard RPG manner – exploring, communicating with people and ransacking homes for magical items. On top of that, whenever you venture out of the town or into Xelpherpolis' castle you'll find yourself engaged in random turn-based battle encounters with monsters, which can – if you are not a veteran role-player – get rather tedious (even if the monsters are called Doug, Alex and Manchester).

But wait – this game has a surprise or two up its silky trousers. The script is bawdy, the characters are drunken downbeats, and the plot is genuinely intriguing. Xelpherpolis, as you'll find out, is an evil sorcerer who has the island trapped in a repeating five-day cycle and you're the only one who can break the spell. Until you do, the same five days replay over and over again (but with little clues here and there on how to change things). It's not unlike *Groundhog Day*. But with guitars.

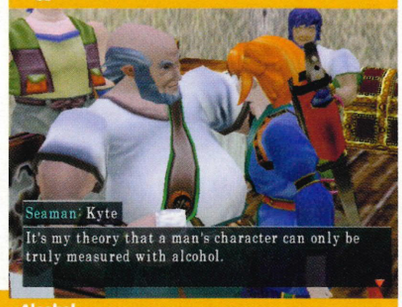
Oh yes, the guitar. At various points in the game, you're required to pull out your six string and perform a song. Yes, we're in Konami's traditional Bemani territory. Non-hardcore RPGers can play perfectly well with a good old Dual Shock 2 but the more otaku of you out there can also play using Konami's natty *Guitar Freaks* controller, available in an import shop near you. As with the Dual Shock 2, follow the coloured lines as they go up the screen, pushing the corresponding buttons on the axe/pad at exactly the right time to produce tunes of tear-jerking beauty. Not only do you need this skill for your wedding performance, you also need it to impress other characters. It's not a gimmick – it's really integral to the action. Whether it's a gimmick worth the extra £50 a *Guitar Freaks* controller costs is up to you.

Ephemeral Fantasia is, in many ways, a regular RPG. It has stats screens, hit points, and fighting-by-numbers – enough to put off a lot of gamers. Give it a chance though, and this oddball role-player has hours of gameplay. When was the last time you played a sea shanty to a pub full of drunken sailors in an RPG? Exactly. ☐ **Keith Stuart**

THIS IS HARDCORE

***Ephemeral Fantasia* is no lily-livered kiddie adventure. It's a hard-drinking, hard-fighting Northern comedian of a game that includes:**

Sex
You're never far from a rude joke or vaguely suggestive comment.



Alcohol
Most of the characters you recruit during the game can be found in pubs off their tiny swedes.

Violence
"You want chilli sauce with that?" Xelpherpolis makes a man kebab out of the pirate leader.

Jamming
"Yes, of course I can play the guitar intro from *Sweet Child O' Mine*."

EPHEMERAL FANTASIA

Why we'd buy it:	Why we'd leave it:	For RPG nuts, and those willing to experiment (and get past some of the genre's boring conventions) this makes a refreshing change.
- Interesting story - Amusing characters - A lengthy challenge - *Guitar Freaks!*	- Random monster encounters get repetitive - Some perplexing puzzles - Requires lots of commitment and patience	

Graphics	Great cut-scenes, neat backgrounds	06
Sound	Orchestral to sleazy lounge jazz	08
Gameplay	Standard RPG stuff with added guitars	07
Life span	It'll tease you for weeks	08

07

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

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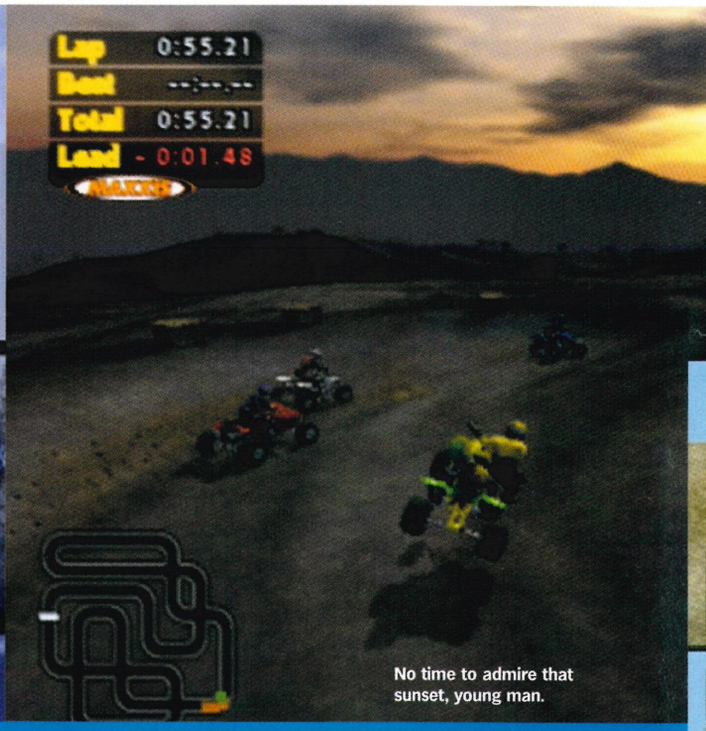
Actually touching the ground is a rare treat...



No time to admire that sunset, young man.

ATV OFFROAD

When motorcycle racing meets anti-gravity stunt flying anything can happen.

Landing on other bikes and knocking off the rider is a dirty trick, but hey, this is war.

Flying is fun. Flying just before you're about to take a bend isn't fun (as it will kill you).

Publisher: SCEE
Developer: Rainbow Studios
Price: £39.99
Players: 1-4
Out: July 2001
Web site: www.uk.scee.com/atvoffroad

Back story
Rainbow Studios was also responsible for the critically acclaimed PC racer *Motocross Madness* plus an inevitable sequel – the team clearly can't get offroad motorbiking out of their Pepsi Max-filled heads. You may be surprised to discover that this isn't the first ever quad bike game. Only last year Sega included the muddy pastime in it's *Extreme Sports* title – to not particularly impressive effect, mind you.

"I'm flying, Jack! I'm flying!" Kate Winslet's famous words may have been yelled from a doomed ocean liner and not – unfortunately – a dirt-smeared quad bike, but they'll probably pop into your head at least once during this offbeat, physically unfeasible game. Why? Because, while careering through the 20 or so courses that make up *ATV Offroad*, you'll spend most of the time high above the earth, wondering perhaps what might become of your lunchbox as you finally make contact with the rapidly approaching terra firma. This is where the flight simulation and the driving game collide.

Actually, forget simulation – if our planet's gravity worked like this we'd all be forced to wear moonboots, and anything more than a modest hop would have us floating into the ozone like stray balloons. But it doesn't matter. *ATV Offroad* is just a game and its slightly thinned gravity (plus the fact that you can alter your bike's direction mid-flight) is a mechanism in place to make it more playable – and that's fair enough.

So what you get is a series of courses made up of big hills, small hills, sharp bends and horrifying drops. Every time you hit a decent-sized ramp, you're off, soaring through the air like Elliot in *ET*. This brings a whole new tactical dimension to the racing game. When approaching a series of small hills, for example, simply flooring the accelerator and yelling 'Geronimo!' isn't good enough. You need to build up the correct rhythm, hitting each ripple at exactly the right point to ensure a smooth ride. For once, going as fast as possible isn't always the answer. You'll also need to use the analogue stick carefully, pushing up to add height to your jump and pulling sharply down in order to level out.

While you're enjoying this experience it's a good idea to keep an eye on your competitors. In *ATV*'s racing modes you're up against four other drivers who endlessly bash and tussle even while in midair and this always ends in tears or, more accurately, in flying dismounts followed by sickening interactions with roadside objects.

On paper this sounds great, in reality it's a different story. Due to the deadly combination of mid-race accidents and an overly-generous catch-up system, it really doesn't matter what you do for most of the race as long as you get it together in the final straight. While working through the game's Pro-Career mode – a single-player

//You need to build up the correct rhythm, hitting each ripple at exactly the right point//

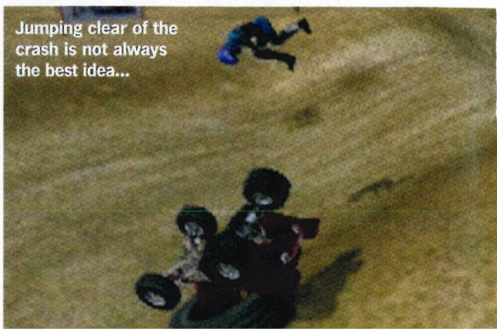
OH, I'VE FALLEN
Speed combined with regular large ramps often results in hideous accidents – as these screens reveal...

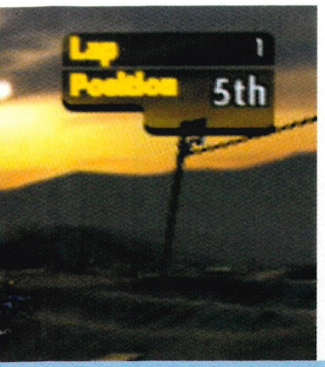
1. The mid-air collision. You never know who's going to come out worse. Actually, it's usually you.

2. The 'crushed in the pack' collision. It's as though they all have it in for you. The bastards.

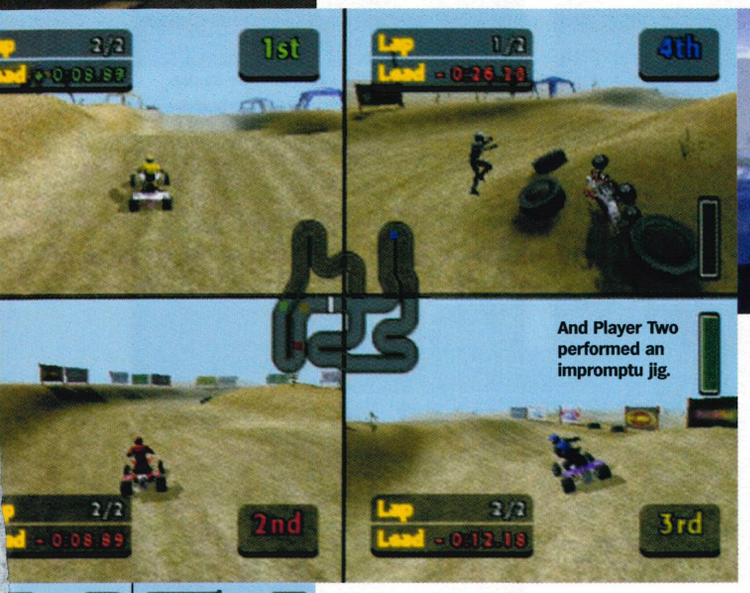
3. The 'inexplicable' collision. For no apparent reason, you're suddenly wrapped round a tree.

4. The collision with landscape. Time a landing incorrectly and it's goodbye Mr Bike.

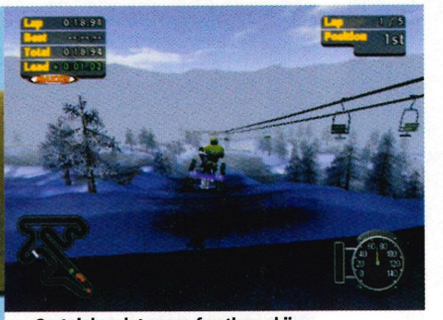

Jumping clear of the crash is not always the best idea...



Of course the real 'fun' of the two-player game is knocking your 'friend' off his bike and then 'riding' over his 'head'. Four-player mode offers the same thrills, but a tad slower. Good.

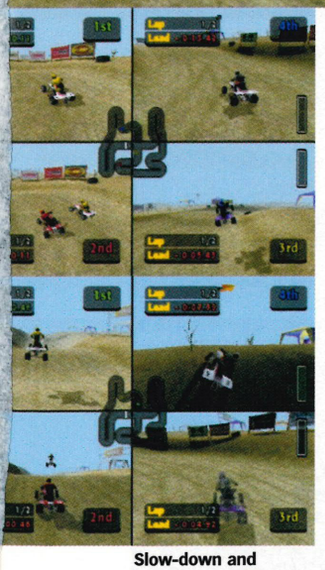


And Player Two performed an impromptu jig.



Certainly a lot more fun than skiing.

Luckily, you can steer the bike in mid-air. Helpful for those 'I'm going to hit that sign!' moments.



Slow-down and fogging affect the Four-player mode but it's still a good laugh.

competition featuring 11 five-lap races – it's possible to spend four laps in last place and then on the last big jump, find yourself back with the pack. The resulting five-bike landing usually sees two or three of the competitors coming off their vehicles – and then you're suddenly in second place – a qualifying position. Not quite the challenge we were hoping for.

GETTING ZIPPY WITH IT

Admittedly, Rainbow has tried to lengthen the gaming experience with a series of single race Arcade modes. There are several stadium circuits to work through and a decent Cross Country Enduro option in which you race point-to-point over a selection of unforgiving landscapes. There's also a Freestyle mode where players perform stunts – but as you can imagine, potential freestylers are hampered by the fact that they're not on skateboards, they're on heavy all-terrain vehicles with four wheels. It doesn't really work.

The visuals aren't quite there either. Although *ATV* features a decent range of environments from leafy forests to alpine ski resorts and scorching deserts, the colours are drab and washed out, and the background scenery is sparse and desolate. This is almost made up for by the engine noises, which are fabulous. When you're far from the pack your bike noise resembles a long raspberry being blown through a megaphone. When all the vehicles are together they sound like a pack of wild boar being violated with sharp sticks.

Not far beneath the muddy surface of *ATV Offroad*, is a great game waiting to emerge. Sadly, the lack of a well-designed and challenging Single-player mode and the mediocre presentation suggest that more time was needed on the project before it bobbed up from the depths. As usual the presence of a workable Multiplayer mode adds something to the game's longevity and the experience of flying these crazy bikes is fun, but in the end that's not enough. Even more than skateboarding, quad bike racing is a minority sport and it needed something truly special to engage our imagination. This isn't the *Tony Hawk's* of the quad biking sim, but you get the feeling such a thing is easily within this developer's reach. ☐ **Keith Stuart**

This biker hasn't attained enough height for the landing. Smacking into that hump is gonna sting.

ATV OFFROAD

Why we'd buy it:	Why we'd leave it:	There's a lot of genuine promise in what's on offer here. If the developer gets the chance to do a sequel it'll be one to watch out for. This one doesn't quite cut the mustard though.
- It's a fresh variation on the tired racing genre - The twisty, bumpy circuits are good fun - The physics engine is... interesting	- The single-player Career mode is limited - The Stunt mode doesn't really work - The opponent AI is flawed	

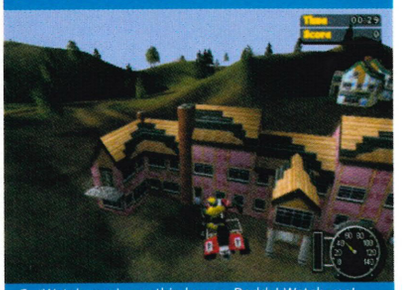
Graphics	Functional rather than inspirational	06
Sound	Leave those poor pigs alone	07
Gameplay	Individual, eccentric racing fun	07
Life span	Not likely to challenge *GT3* for staying power	06

06

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

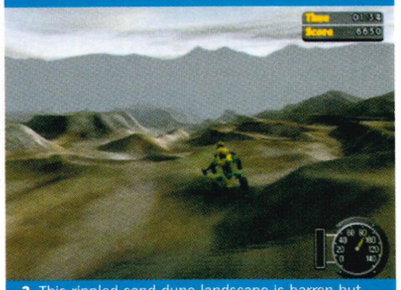
EVEL KNIEVEL

Well not quite, but the Stunt mode does allow you to perform some extraordinary moves



1. "Watch me jump this house, Daddy! Watch me! Watch me... Can someone please call 999?"

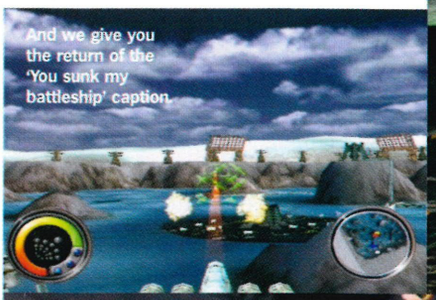
2. This control tower has a handy ramp on the other side for maximum trickage.

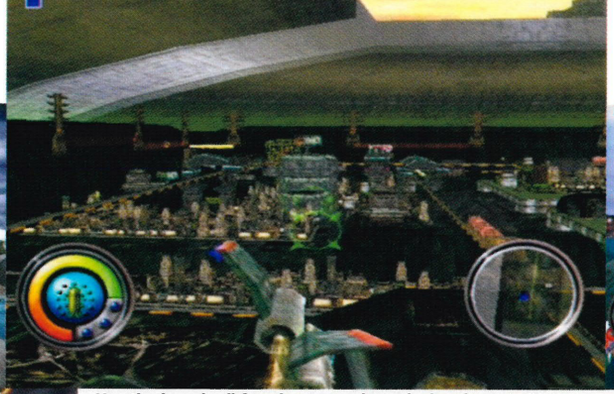


3. This rippled sand dune landscape is barren but perfect for pulling tricks in quick succession.

4. We've performed a beautiful Double Can Can, but the points won't count if we wipe out.

Don't hit those tyres – judging by the harm they do, they're made out of solid iron.





Use the barrel roll function to evade pesky homing missiles.

Antarctica is one of the game's cooler arenas.

Once unlocked, the UFO is one of the game's cooler craft.

WORLD DESTRUCTION LEAGUE: WARJETZ

WDL takes to the air. But how this project ever got off the ground is beyond us.

Publisher: 3DO
Developer: 3DO
Price: £39.99
Players: 1-2
Out: Now
Web site: www.3do.com/wdl/warjetz

Back story
3DO has made a bit of a name for itself in recent years – for all the wrong reasons. Inexplicable franchises *Army Men* and *Might And Magic* have both spawned numerous dire offerings for PS2 but with the recent *WDL Thunder Tanks* things improved considerably. Sadly, 3DO has just taken a major step backwards.

WarJetz is the latest in 3DO's *WDL* franchise and is set in the same nuclear war-ravaged future as its forbear, the surprisingly playable *Thunder Tanks*. In these troubled times, society has descended into anarchy with rival clans fighting among themselves for resources and settling their scores through the World Destruction League – a brutal, futuristic sports series. Each clan has an arena based in its home territory such as Panama, Thailand, New York and the Antarctic where the plane-based events are staged, and to claim superiority in the skies you must beat the rival gangs on their home turfs.

Encouraged by the quality of *Thunder Tanks*, we were expecting *WarJetz* to be just as satisfying. Unfortunately, compared to the PS2 big boys like *GT3* and *Devil May Cry*, the visuals here are almost laughable. Bland textures abound, the polygon count is decidedly iffy, effects are pitiful and the whole thing just smacks of laziness. Casting an eye over the screenshots, you may think we're being harsh here but they flatter the game – *WarJetz* actually looks better in still shots than it does in motion – up and running it could almost be a PSone game and that's simply inexcusable.

WarJetz doesn't play much better. There are several modes on offer, the planes are controllable enough and there are loads of hidden models to unlock (including the nuke-wielding Marauder and a UFO) but none of this prompts any lasting interest. The single-player campaign requires you to travel to eight destinations on the map and complete three stages in each. Planes must be bought with hard cash (unimaginatively called 'bux') which is acquired by shooting down enemies and destroying scenery. Missions involve wrecking rival planes and ground targets, collecting flags and money or protecting friendly vehicles, all of which pans out as just blasting the bejesus out of everything in sight.

We could forgive the tedium of the single-player game, to a certain extent, if the Multiplayer mode was more palatable, but here too, *WarJetz* crashes and burns. For a start, you can put that MultiTap away as there's none of the four-player shenanigans of *Thunder Tanks*, instead, we're limited to just two combatants. Several modes are available (see Multiplayer Messiness) and two AI teams stand in for the missing players but it's no substitute for battling against three mates. Just to add insult to injury, the poor visuals and sluggish speed make it impossible to tell what the hell's going on and the low-lying ceiling on the arenas restricts movement to a frustrating degree.

The truth of the matter is that *WarJetz* is just a bad game, especially considering the gorgeous visuals and thrilling gameplay other developers have brought to PS2. If you fancy yourself as a bit of a top gun, we suggest you wait for *Ace Combat 4* and avoid this kamikaze pilot like you would the plague. Going down... ☐ **Adrian Lawton**

MULTIPLAYER MESSINESS

Take a look at a selection of the game's finest (ahem) Multiplayer modes:

1. Ace A straightforward deathmatch. Pick a clan and a plane and go head-to-head with a mate and two computer-controlled opponents. The stealth-bomber is our favourite death machine.

2. Flag Grab A pretty self-explanatory one really. Grab the required number of flags and return them to your base before your opponents are able to do the same.

3. Cash Frenzy Pick up the required amount of 'bux' to win the game. Resort to dirty tricks by shooting down your opponents and nicking their cash.

WDL: WARJETZ

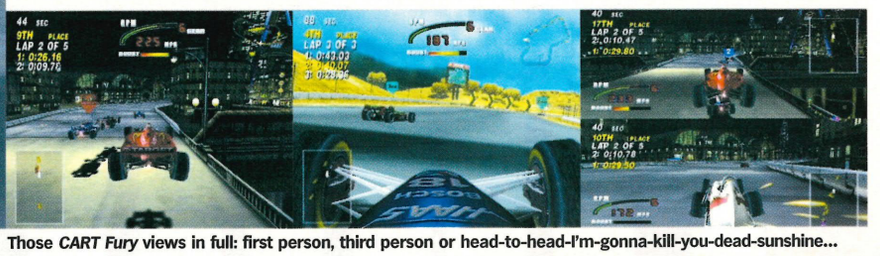
Why we'd buy it:	Why we'd leave it:	It's unfortunate that a title like this has been so badly executed. It could have been an enjoyable game. But instead it's just awful.
- If we were trying to waste money - We thought it would be like *Thunder Tanks*	- Looks like an average PSone game - Gameplay that sends you to sleep - Forty nicker? You're having a laugh...	

Graphics	Bloody awful. Which system is this?	01
Sound	Irritating and uninspired	02
Gameplay	Terrible in-flight entertainment	02
Life span	About the same as a gnat	02

02

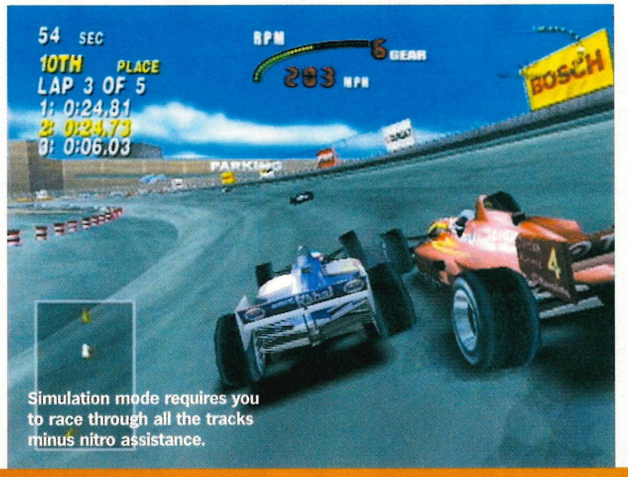
PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

That rocket car might looks the business but it ain't as fast as it looks.



Those *CART Fury* views in full: first person, third person or head-to-head-I'm-gonna-kill-you-dead-sunshine...

(Top) Taxi for Mr Lawton... (Left) Ah, the romance of the Westway...



Simulation mode requires you to race through all the tracks minus nitro assistance.

CART FURY CHAMPIONSHIP RACING

Midway is back on track with yet another insanely fast arcade racer.

Publisher: Midway
Developer: Midway
Price: £39.99
Players: 1-2
Out: 13 July
Web site: www.cartfury.com

Back story
CART Fury is the latest console conversion in a series of Midway's popular arcade titles and retains the frantic arcade thrills of previous releases such as *Hydro Thunder*. Based on the official season of the US motorsport, Championship Auto Racing Teams (or CART for short), *CART Fury* aims for more depth with the inclusion of – wow! – a Simulation mode. But then again, this is Midway we're talking about...

You can almost hear the developers brainstorming at Midway: "Those cars look a bit plain – let's slap some flames blowing out the back of 'em! Oh, and while you're at it, have them explode into tiny pieces the second they make contact with anything." "Great idea, Hank! But I think the handling is a bit too realistic as well – make them steer like jet-fuelled hot rods on rails!" *Hydro Thunder, 4 Wheel Thunder, Arctic Thunder, San Francisco Rush 2049* – all of them reflect Midway's idiosyncratic racing philosophy and for pure, unadulterated, arcade fun it's hard to fault them.

CART Fury has somewhat loftier aspirations though. Realism rears its sober head in the form of official CART drivers, and genuine tracks such as Long Beach are included among the 17 circuits. You can even choose between four different driving styles; amateur, medium difficult and expert (the latter even requiring manual gear changing).

In Arcade mode there's little to differentiate these driving styles and no discernible contrast in the handling of the cars on offer, and you won't be slowing down often enough to bother changing gears. As its name suggests, the Simulation mode does offer a bit more realism: allowing you to tweak tyres, nose height and suspension to suit your driving style and the specific track conditions. But the vehicles still retain their arcade feel, so it's basically just more of the same without the turbos.

Despite its no-doubt expensive licence and dubious claims of being a simulation, arcade action is what *CART Fury* is really about. Flying off the starting grid, it's a case of hitting the nitro, dodging the flying debris from spectacular crashes and keeping that pedal to the metal until you catch the leader.

Visually the game is identical to its coin-op incarnation, however the AI of other drivers is annoyingly unpredictable. You'll fly past them with ease only for the swines to come back seconds later, irrespective of whether you're driving like Mr Schumacher or Mr Magoo. Using the short-cuts keeps you ahead of the pack but the automatic catch-up is still infuriating; reminiscent of the leech-like opponents in Nintendo's *Mario Kart 64*.

For the PS2 conversion, Midway has sensibly added a few extras to keep you interested, including a driving school, a season mode and a load of self-explanatory mini-games such as Last Man Standing and Destruction. An entertaining two-player mode enables you and a mate to partake in single races, a full season or battle it out in the mini-games.

While *CART Fury* holds true to Midway's usual formula of high-speed thrills, it does offer a little more to get your teeth into. As a simulation it's a world away from the realism of games like *GT3*, but it is an entertaining slice of arcade racing action. At least for a while. ☐ **Adrian Lawton**

YOU KNOW THE DRILL

Certain elements come as standard in Midway arcade racers and *CART Fury* has them all present and correct. Here be a few examples.

1. Crashes Lots of them, and the bigger the better. Expect to see massive car pile-ups on a regular basis and debris strewn all over the track in front of you. A bit like real-life karting, one supposes.

2. Short cuts Sneaky short cuts are tucked away all over the shop. Often tricky to spot, they'll cut down those lap times considerably and help you get in front of the opposition. Learn them all.

3. The Superboost Burning rubber, quite literally. Nitro assisted turbo power is a pre-requisite to any Midway racer. In *CART Fury* you have to achieve a given lap time to obtain this fiery power-up.

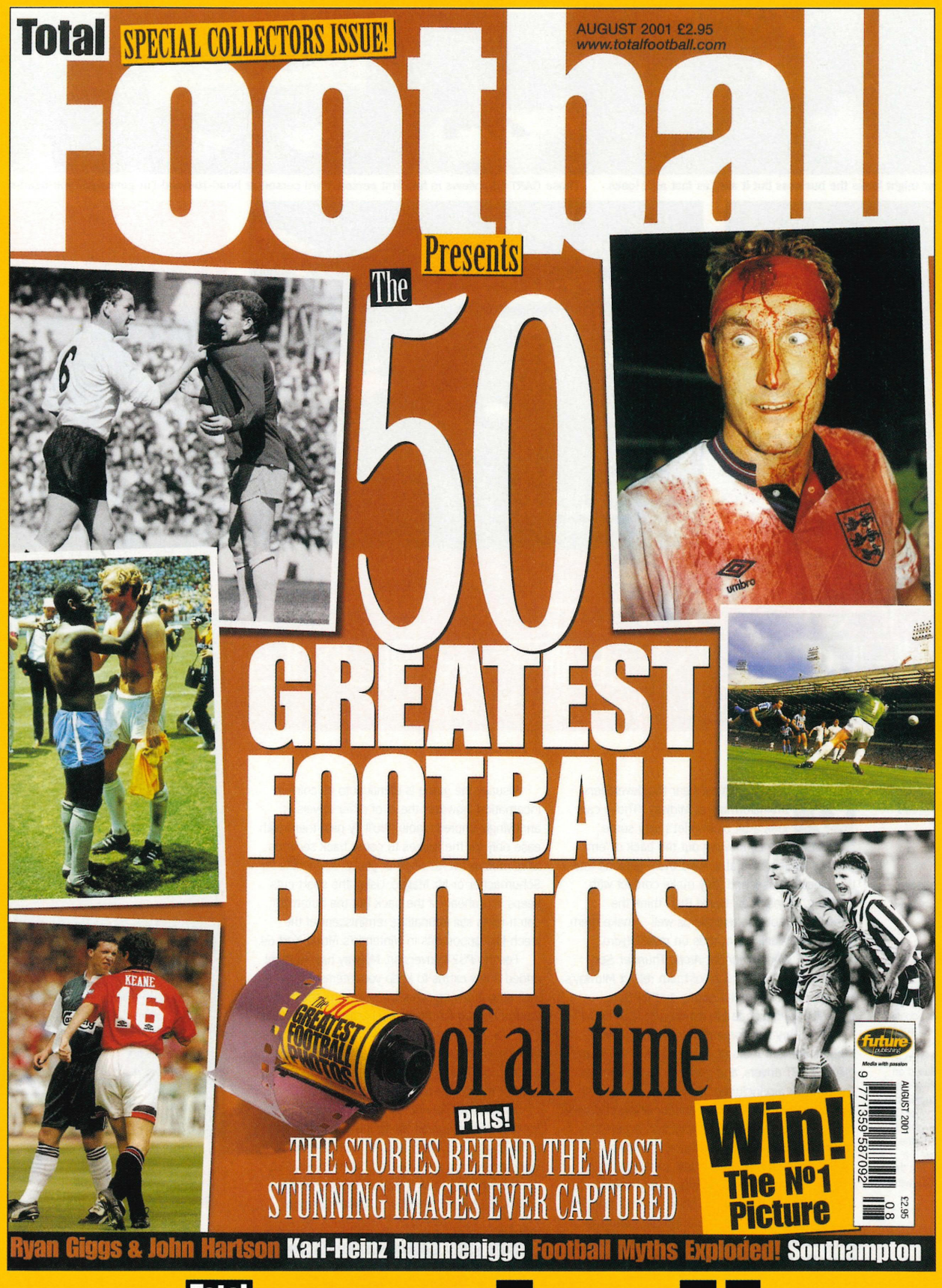
CART FURY CAMPIONSHIP RACING

Why we'd buy it:	Why we'd leave it:	Big crashes, unrealistic physics and faster than Speedy Gonzales on, well, speed, *CART Fury* is Midway to the core.
- Bang-on arcade thrills in suitably brash Midway fashion - Loads of tracks, cars and extras - Ace two-player mode	- Annoying opponent AI - A realistic racing simulation it ain't - So many other racing games to choose from	

Graphics	Arcade-perfect but a little dated	06
Sound	Loud Americans and OTT effects	05
Gameplay	Insane arcade action all the way	07
Life span	A few extras but no great depth	05

06

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT



Total Football

On sale now!

The refs make decisions randomly while the keepers are utter bobbins.

ILS's midfield play is like pinball on ice. Liberos need not apply.

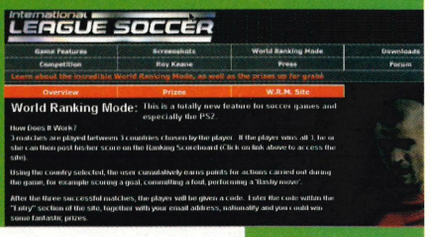
Look familiar? It's not only the free kicks that try to be like *ISS*, but almost the entire game. Apart from the gameplay that is.

"Oooh, I right fancy that David, um, Backham..."

At least 50% of throw-ins go to the opposition. Not good.

INTERNATIONAL LEAGUE SOCCER

This month's second contender for the Worst Football Game Ever award...



Publisher: Eon Digital Entertainment
Developer: Taito
Price: £39.99
Players: 1-2
Out: Now
Web site: www.internationalleaguesoccer.com

Back story

International League Soccer started off life as *Greatest Striker*, a Japanese footie game that piqued our interest due to its promisng (but actually not very good) microphone peripheral. Sadly, this UK edition arrives minus the mic but with an endorsement from Man Utd's prawn-munching midfielder Roy Keane.

Let's not beat around the bush: *International League Soccer* is awful. Sadly, we already knew that this would be the case, as the publisher decided to ship it straight into the shops, trying to get gullible punters to buy the game before reading a review. Always a sure sign of quality that.

There's so much wrong with *ILS*, it's hard to know exactly where to begin reviewing it. A fitting place is probably the control system, in many ways the most important part of a good football sim. In *ILS* unresponsiveness is taken to a whole new level, with players reacting seconds later to button presses. As any videogame football fan will attest, this is often the difference between a goal and being tackled. Worse still, the players appear to have little AI, running around with no idea of formation and the animation and movement is of the basest quality. On top of that, the flawed ball physics make it more luck than skill in getting hold of the ball and it's laughable when you see the ball miraculously appear from nowhere under a player's feet. As if to add insult to injury, dodgy collision detection makes tackling a random affair while the refereeing simply makes a mockery of the rules.

In fact it's fair to say that *ISL* hardly resembles football at all. Yes, it has 22 players on the pitch trying to kick a ball into a net. Yes, it has offsides and free kicks and yes, it has tactics and formations. The trouble is that all of this is implemented so badly that the sum barely resembles the beautiful game at any level, never mind at the international level *ISL* aspires to.

We did find one single innovative element in *ISL*, yet to be implemented in any other PS2 football title. Unfortunately it has no bearing on the gameplay. In matches that take place in mid-afternoon the light changes from daylight, to dusk, to night time and floodlights. It's a super effect but hardly a reason to get excited and certainly no reason for thinking it's worth shelling out for what is essentially an unfinished title.

The Japanese version of *ILS* – the wonderfully-named *Greatest Striker* – came with a microphone peripheral. True, it wasn't very responsive but the chance to have your barked orders translated into shots, tackles and passes was fantastic. The tragic irony is that despite the mic's no-show in the UK, you'll still find yourself shouting the same orders ("Shoot, for Christ's sake!") at *ILS* in sheer desperation, even though they can't hear you.

It's difficult to stress enough how bad this game is. *International League Soccer* is amateurish and comes across as a second-rate practice run for *ISS* that should have got canned a long time ago. Why release it in the UK? We can only guess that, the game arriving finished as it did, that the publisher was hoping to make a few bob out of any naive newbie PS2 owners out there. So don't, whatever you do, buy this game. A footballing tragedy, *International League Soccer* deserves to go down in history as the Other Worst Football Game Ever On PS2... Yet. ☐ **Nick Jones**

INTERNATIONAL LEAGUE SOCCER

Why we'd buy it:	**Why we'd leave it:**	**It wants to be *ISS* so much but fails miserably on all accounts. One of the worst footie games in living memory.**
- To protect the innocent	- Dreadful AI - Slow player reactions - Terrible collision detection	

Graphics	Slow and glitchy, poor player representations	02
Sound	Commentary so bad, it's funny. At first	02
Gameplay	Trying desperately to be *ISS*. Fails miserably	02
Life span	One match is more than enough	01

02

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

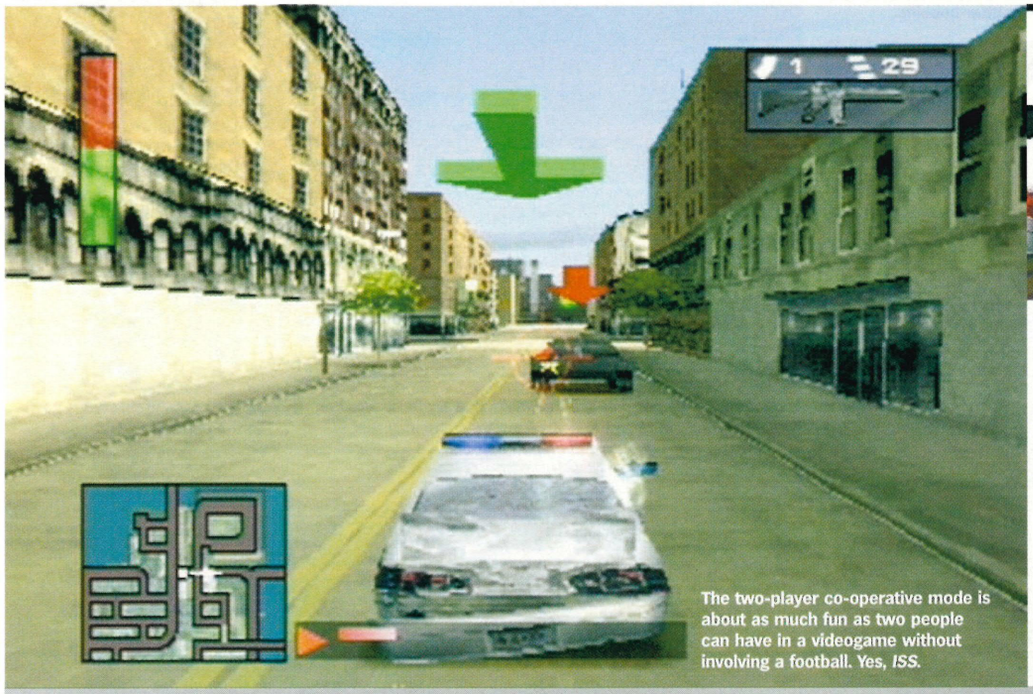
INTERNET RANKING

Got yourself a copy of *ILS*? Don't despair – at least you have the chance to meet a famous footballer...

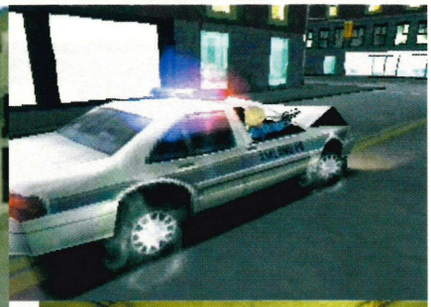
Eon Digital has set up an Internet league for *International League Soccer* – here you can post your best scores, with the chance of winning some prizes. It works like this – win a game by some considerable margin and you'll be given a code. You type this code in on the Web site and you get a ranking. The top prize? A chance to meet Roy Keane. If only they'd put the same degree of thought into the sodding game...

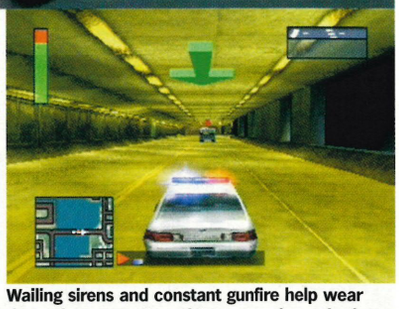
PSone™

Edited by *Official UK PlayStation Magazine's* Nick Ellis



The two-player co-operative mode is about as much fun as two people can have in a videogame without involving a football. Yes, *ISS*.





Wailing sirens and constant gunfire help wear down the suspect's resistance as shown in the little blue bar at the bottom of the screen.

WORLD'S SCARIEST POLICE CHASES

Step away from the vehicle Tanner, a new breed of cop is in town...

Publisher: Activision
Developer: UDS
Price: £29.99
Players: One or two
Out: Now

PSone™

WORLD'S SCARIEST POLICE CHASES

Graphics Slick with none of *Driver's* pop-up	08
Sound Excellent, hilarious commentary	09
Gameplay Finely-tuned and well varied	09
Life span A bit short, but great replay value	08

Takes the best elements of PSone's favourite maverick cop and spins it on it's bonnet to great effect.

09

VERDICT

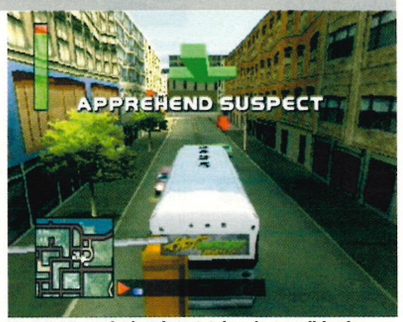
Since *WSPC* has been apprehended from Fox's eponymous trashy reality TV show, this mission-based cops and robbers driving game is surprisingly good. In fact it's damn fine, which is unusual for a game licensed from an American telly series. The premise is simple. You follow the career of a pair of traffic cops tasked with keeping the highways safe from drunks, gang members and other crims.

The influence of *Driver* is instantly recognisable as you hare around an urban sprawl, swinging your police vehicle through the mean streets in missions that involve shaking off tails and pursuing bad guys. It even has curved roads! But where *Driver 2* was over ambitious in size to the point of ruination (awful slow-down and nasty pop-up), the single city approach in *WSPC*, means solid and lovingly detailed environments in which to enjoy your motoring.

//You have to stop two crazed brothers from destroying the downtown area with tanks//

Plus there's a big bonus – you get to use pistols, shotguns, M-16s and even rocket launchers in your pursuit of the criminals. The use of weapons is at it's best in the two-player co-operative mode. One player drives while the other leans out of the window trying to get the suspect into the gunsights. Tireless fun.

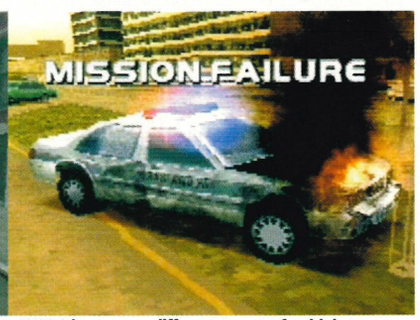
What really makes *WSPC* stand out is the variety in the missions. After a spell at the police driving academy, you're out on the street chasing down drunk drivers, escorting witnesses to the court house and losing nosy news vans. Then there's the mission where you have to stop two crazed brothers from destroying the downtown area with tanks. The tongue-in-cheek commentary from real-life presenter Sheriff John Bunnell tops off the gen-u-wine trash TV atmosphere.



You can't park that here! A bus is possibly the least suitable patrol vehicle ever.

Rewards for successful police work include better weapons and new vehicles – and while a Greyhound bus may not be the most manoeuvrable patrol vehicle, it's sure fun trying it out, especially when you've got an assault rifle resting on your lap. There's also a Free Patrol mode, giving you the chance to explore the fictional West Coast USA city of Ashland while chasing down a succession of lawbreakers.

Where *Driver* was all about a shady criminal underworld and gangster vogue, *WSPC* is all about brash American redneck cops and their daily battle with deranged loons who deserve nothing more than the strongest arm of the law. And it's all the better for it. ☐ **NE**



Unlike *Driver's* 70's samey jalopies and gas-guzzlers, *WSPC* has many different types of vehicle.

BREATH OF FIRE N

Here be dragons... And a good spot for fantasy fishing too.

Publisher: Capcom
Developer: Capcom
Price: £29.99
Players: One
Out: Now

Anyone who's ever picked up a *Final Fantasy* game will be instantly familiar with the basic elements of *BOF*'s gameplay. Turn-based combat with monsters, spell casting, a mind-boggling storyline and a fantasy world stuffed with exciting locations. All these ingredients are stirred into the epic story of Ryu, a fishing-obsessed lad who's also a dragon, and his endearing party of oddball travellers. The game adopts a comic book appearance with matching humour and you'll find yourself irreversibly hooked by the end of the second act. Including all the sub-games (fishing features heavily, as does building a fairy colony), this will keep you occupied for weeks. ☐ **NE**

The comic book appearance gives *Breath Of Fire* a unique appearance. Bless.

PSone™

A mammoth RPG that is charming, engaging and frustrating (multiple random encounters ahoy!). The game should be clearly labelled "If you loved *Final Fantasy*, you'll love this".

08

VERDICT

TECHNOMAGE

German developers try their hand at RPG.

Publisher: Infogrames
Developer: Sunflowers
Price: £29.99
Players: One
Out: Now

This RPG, very much in the *Zelda* mould, was a massive PC hit in its country of origin Germany. The game is full of hearty Bavarian charm but sadly, in porting the game to PSone, Sunflowers have made the fatal error of downgrading the graphics with disastrous consequences. For example, characters disappear through walls into black spaces. The story is decent enough – two tribes called the Steamers (techno bods) and Dreamers (magic bods) caught in ideological conflict and a hero who must try and unite them. There are plenty of brain teasing puzzles and massive levels to get lost in, but ultimately it falls short of the standards set by the Japanese RPGs. ☐ **NE**

***Technomage* involves a conflict between those who believe in technology (Steamers) and those who choose magic (Dreamers). Game on.**

PSone™

A nice try at breaking into the Japanese dominated RPG scene that falls flat on its face due to the awful graphics. However, it offers hours of play and for RPG fans is worth a look.

06

VERDICT

NICKTOONS RACING

Kart this trash off to the videogame rubbish heap.

Publisher: Infogrames
Developer: Hasbro
Price: £9.99
Players: One or two
Out: Now

Perhaps all PSone gamers did something really, really bad in a past life because there's no other explanation as to why they should be served up this utter dross. If you hadn't guessed it from the title, *Nicktoons Racing* is a cartoon cart racer featuring characters from Nickleodeon, the kids satellite channel. We've had several decent examples of *Mario Kart*-style racers – *Speed Freaks* and *Crash Team Racing* were both blinding – yet the PSone has been plagued by dire, cheap imitations (*Smurfs 3-2-1, Woody Woodpecker Racing*). Despite the presence of the ace Ren and Stimpy, *Nicktoons* offers little but turgidly familiar gameplay and ropey graphics. ☐ **NE**

The makers of *Nicktoons Racing* should be ashamed of themselves. This is as diabolical as it is unoriginal.

PSone™

A tired, hateful, seen-it-all-before kart racer with little merit other than a few decent cartoon characters. Badly drawn, confusing tracks and zero originality make for a two-fingered salute.

02

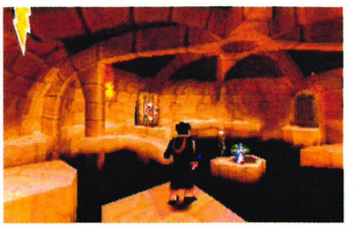
VERDICT

ALSO RELEASED THIS MONTH...

Another dirtbike scramble with **MOTOCROSS MANIA**...Insipid Batmobile driving in **GOTHAM CITY RACER**...Sticky wickets but no pitch invasions with **INTERNATIONAL CRICKET CAPTAIN 2000**...Wave riding and pro-surfers in the almost passable **CHAMPIONSHIP SURFER**...Retro adventuring and madcap appliances with **INSPECTOR GADGET**...The original (and superb) **SPIDER-MAN** comes in at Platinum price...**DRIVER** and **WORMS ARMAGEDDON** are both a snip at £9.99. For all the very latest PSone news, reviews, tips and interviews plus the only playable PSone demos around, catch a copy of our gorgeously redesigned sister mag, *Official UK PlayStation Magazine*. You know you should...

PSone™

ROUNDUP



NEWS
HARRY POTTER

JK Rowling's trainee wizard is set to arrive on console at the same time as he makes his big screen debut. *The Philosopher's Stone* comes to PlayStation by way of the *Aladdin In Nasira's Revenge* engine and while the Disney platformer wasn't great, it was rich in variety and had slick gameplay that should ensure *Harry Potter* isn't the easy cash-in it could be. Young Potter will leap and bound across familiar locations and we're promised that all the book's characters will be on-hand too.

PREVIEW
SPIDER-MAN 2 ENTER: ELECTRO

The web-slinging wonder returns for another dose of villain bashing and wall crawling with Electro, volt-spitting felon and the big cheese behind the latest NYC crimewave. Firmly following the previous installment's winning formula, that swings somewhere between platformer and beat-'em-up, *Enter: Electro* offers new levels, new moves and of course a new set of ridiculously-costumed bad guys to battle with. An increased focus on puzzle solving is its main innovation.

PREVIEW
DAVID BECKHAM SOCCER

The boy David is personally overseeing the development of this reworking of Rage's *UEFA Striker*. His influence is leading to a slower-paced game with more focus on passing, build-up play and technique. Beckham claims this is more realistic and Mr Mohawk will be on hand in the training mode to show you his signature tricks and guide you through a series of challenges to open up nifty arcade modes.

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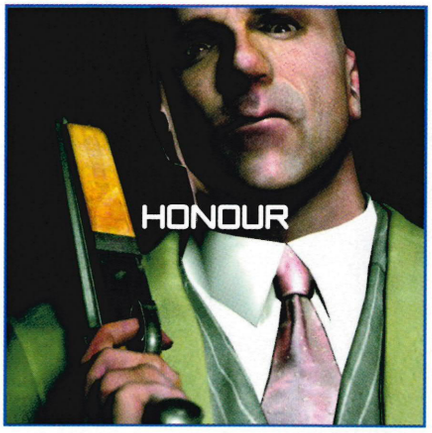

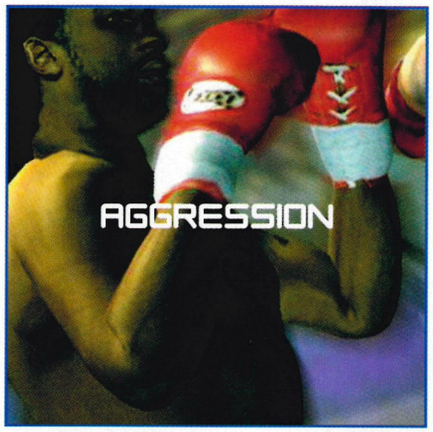

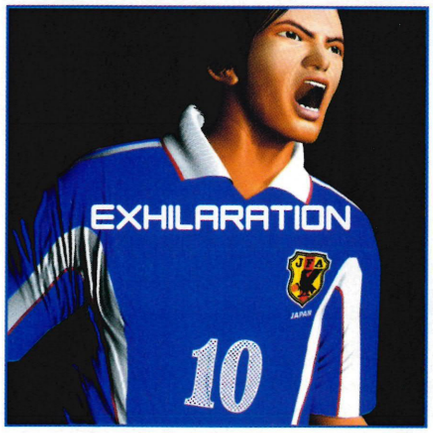

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Edited by: Sam Richards

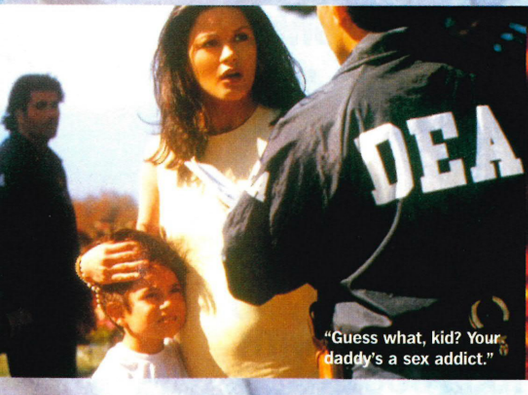
media

DVD/INTERNET/PRINT/MUSIC

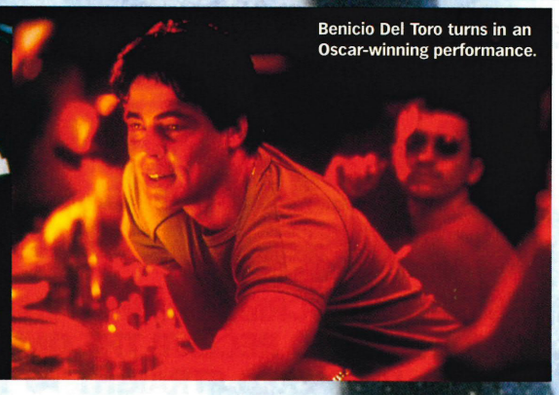
PS2 doesn't just play games, you know. Here's some other stuff you might like...

Text: Mike Goldsmith/Lee Hart/Paul Fitzpatrick/Sam Richards

Michael Douglas forgets the trauma and remembers he's married to Mrs Douglas. Git.



"Guess what, kid? Your daddy's a sex addict."



Benicio Del Toro turns in an Oscar-winning performance.

TRAFFIC

Entertainment In Video/£19.99/23 July

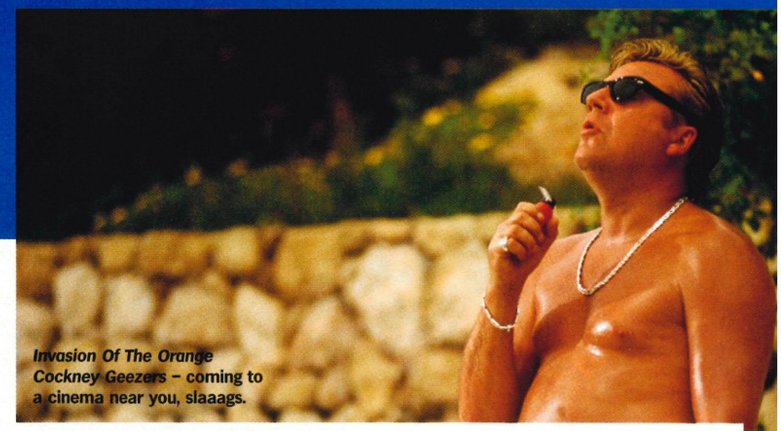
Film: In Tijuana, Mexico, an honest cop attempts to bring down the drug cartels which operate in league with the police force he works for. Over in San Diego, a society housewife is faced with a stark choice when her husband is arrested and tried for drug trafficking. And in Ohio, the US government's drug tsar is given an insight into the bigger picture when his daughter becomes addicted to heroin.

With a canvas that covers two countries, three interweaving story lines, a host of characters and the biggest problem facing society today, *Traffic* is nothing if not ambitious. And in the assured hands of Steven Soderbergh, that ambition pays off in fine style. Along with a superb ensemble cast, he takes us on a memorable trip which demonstrates how the drug issue ignores both national and social divides. Totally captivating and often educational, *Traffic* is one of the most intelligent films to come out of mainstream Hollywood since the halcyon days of the Seventies. **LH**

Features: A selection of deleted scenes, obviously cut for time considerations rather than quality control. Interviews with the cast and crew and some behind-the-scenes footage.

Verdict: A 100% pure shot in the arm for US cinema. **9/10**

Botham made sure they took along some entertainment for his latest charity walk.



Invasion Of The Orange Cockney Geezers – coming to a cinema near you, slaaags.

REQUIEM FOR A DREAM

Momentum/£19.99/6 August

Film: Harry (Jared Leto) is a heroin dealer who never makes any money because he and girlfriend Marion (Jennifer Connelly) always get high on their own supply. His mother Sarah (Ellen Burstyn), is desperate to fit into a little red dress so she can wear it for a TV appearance. She turns to diet pills and soon becomes hopelessly hooked. All the main characters descend into their own drugs hell and while we've seen the despair, the grime and the petty theft before, we've never seen it done quite like this. Director Darren Aronofsky (previously responsible for the excellent π) pulls out all the visual stops here; experimenting with different film stocks and techniques to illustrate the life-ruining effects of narcotics.

While it could occasionally be accused of self-indulgence and it's hard to believe desperate junkies could look as gorgeous as Connelly and Leto, this is a powerful and relentless journey into addiction. **LH**

Features: Commentary by Aronofsky. Nine deleted scenes and three quality featurettes.

Verdict: A nightmarish yet compelling descent into drugs hell. **8/10**

SEXY BEAST

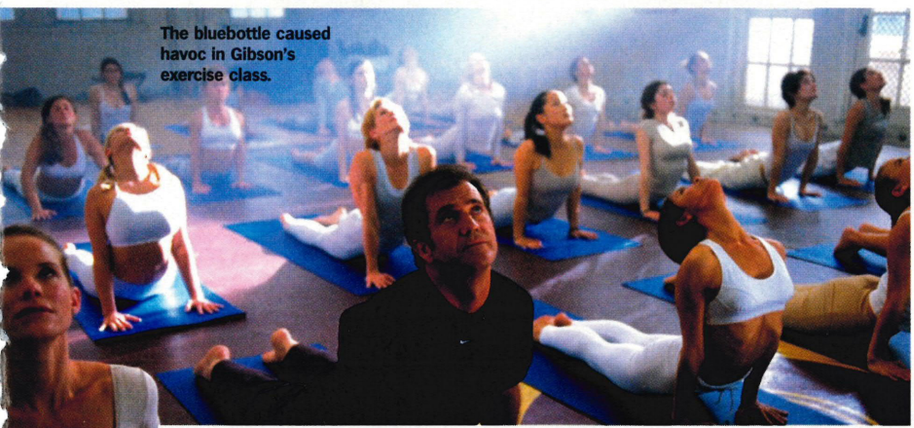
Film Four/£19.99/Out now

Film: Oh Christ, not another Cockney gangster flick. Anyone who's endured the likes of *Rancid Aluminium* would be forgiven for running up the apples and pears (stairs) and hiding under the Right Said Fred (bed) at this point.

But hold those horses because despite starring Ray Winstone and culminating with a robbery set-piece, *Sexy Beast* is far from what you might expect. For one thing the majority of the film takes place under the baking Spanish sun and for another, it's mainly a love story. Winstone is Gal, an ex-thief living the high life on the Costa Del Cockney with his beloved missus. Their idyll is rudely interrupted when fearsome gangster Don Logan (a terrific Ben Kingsley) arrives at the villa determined to bring Gal out of retirement for a job back in Blighty. When he refuses to take no for an answer, a gripping battle of wills develops. **LH**

Features: Deleted scene. Cast and crew interviews, irritatingly cut at the point when something interesting is about to be said.

Verdict: An unusual, highly effective look at marriage and misdemeanours. **7/10**



The bluebottle caused havoc in Gibson's exercise class.

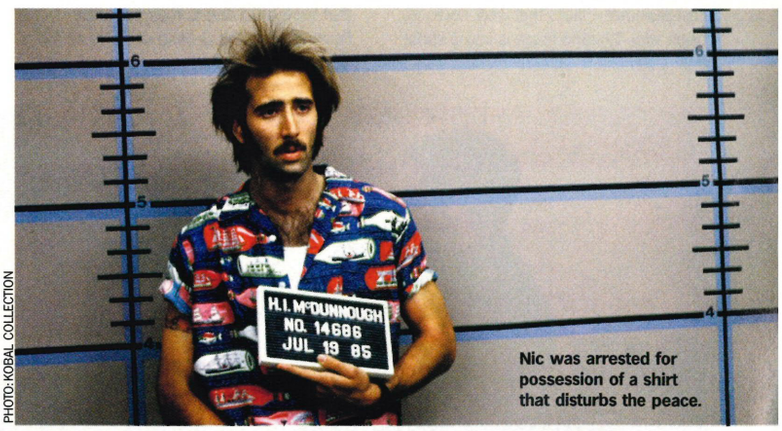


PHOTO: KOBAL COLLECTION

Nic was arrested for possession of a shirt that disturbs the peace.

WHAT WOMEN WANT

Warners/£19.99/6 August

Film: According to this hopeless romantic comedy, women want Mel Gibson to shave his legs, wear tights and dance around his apartment to Frank Sinatra songs – no wonder blokes have trouble picking out a Valentine's Day present...

After being struck by lightning, Mel suddenly has the ability to hear women's thoughts. He initially abuses this new-found gift to boost his career and love-life but eventually, and all-too predictably, he finds himself turning into a better man as he begins to understand the secrets of the female psyche. Mel makes the most of the lightweight material and has some fun as a sexist boozehound before the tedious metamorphosis into sensitive gent. But the high concept can't disguise an almost total absence of laughs, making this another in the long line of terrible, modern rom-coms. They don't make 'em like they used to. **LH**

Features: An amiable commentary with Director Nancy Meyers and Production Designer Jon Hutman (where's Mel?). Two fluffy promotional featurettes interviewing the cast and crew. As you'd probably expect, they're big on mutual admiration and short on substance.

Verdict: Whatever women (and men) want, we're fairly sure it's not this. **5/10**

RAISING ARIZONA

Fox/£15.99/30 July

Film: Following the grim noir of their debut *Blood Simple*, the Coen brothers unleashed the ingenious comic madness that would become their trademark with this irresistible kidnapping caper. Nic Cage is the rubbish robber HI McDonnough, who repeatedly gets caught and imprisoned. He falls for prison guard Ed (Holly Hunter) and once out of jail, they marry and settle down to start a family. Sadly she is infertile and because of HI's criminal record they can't adopt a baby – so they decide to steal one instead.

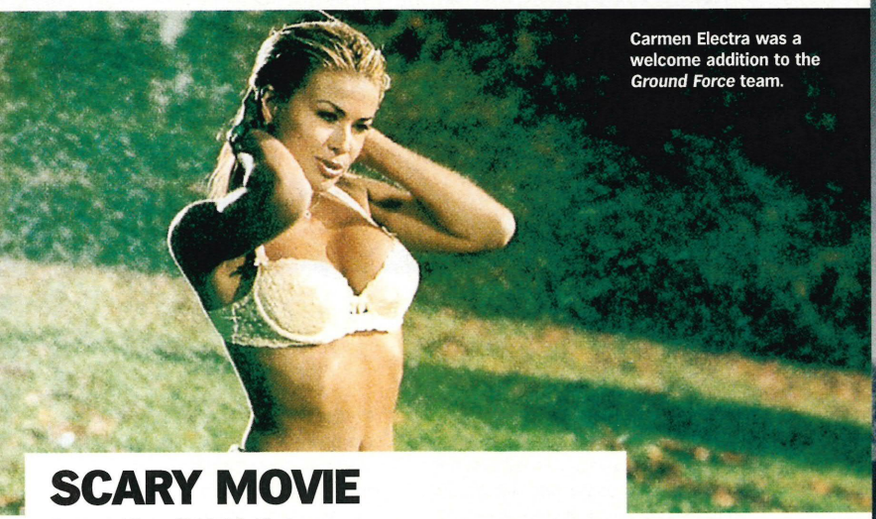
After reading about a family who've just had quintuplets, the endearing couple decide to kidnap one, figuring just a single baby from so many wouldn't really be missed. Naturally, the parents don't see it that way and a cross-country chase ensues with cops, bounty hunters and squealing fat men all in pursuit of the hapless, would-be mom and pop. Featuring more memorable one-liners and hilarious sight gags than almost any other comedy of the last 20 years (besides their own *O Brother, Where Art Thou?* and *The Big Lebowski*), *Raising Arizona* is the Coens operating right at the top of their game. **LH**

Features: Just the theatrical trailer.

Verdict: A classic comedy up there with the Coen brother's best efforts. **9/10**

» ALSO RELEASED

Elvis: That's The Way It Is (Warners/£15.99)/**Lake Placid** (Fox/£19.99)/**Mrs Doubtfire** (Fox/£17.99)/**Big** (Fox/£15.99)/**Pay It Forward** (Warners/£19.99)/**Under Suspicion** (Warners/£15.99)/**Sliding Doors** (Paramount/£19.99)/**Dr Dolittle** (Fox/£17.99)/**Battlefield Earth** (Warners/£19.99)



Carmen Electra was a welcome addition to the *Ground Force* team.

SCARY MOVIE

Buena Vista/£19.99/Out now

Film: When movie spoofs hit their mark there's scarcely anything funnier. Classics like *Airplane!* and *The Naked Gun* succeeded because they lampooned subjects that took themselves way too seriously (Disaster Movies and Hard Boiled Cop shows). Where the Wayans brothers' *Scary Movie* falls short is by poking fun at films like *Scream* and *I Know What You Did Last Summer* – flicks that were ironic to begin with. The end result is less a spoof than a remake of *Scream* injected with T&A, sicko jokes and nods to popular culture. The scattershot delivery of gags does make for some genuinely funny moments, but they're few and far between. Still, for fans of gross-out comedy, there's a knob gag here that outdoes even the zipper crunch in *There's Something About Mary*. Ouch. **PF**

Features: Woefully short behind-the-scenes featurette and six deleted scenes that were axed due to their collective flushing down the U-bend of the taste lav.

Verdict: A hit and miss horror spoof. **4/10**

PHOTO: KOBAL COLLECTION

'Heard the one about the rabbi, the priest and the businesswoman?'

KEEPING THE FAITH

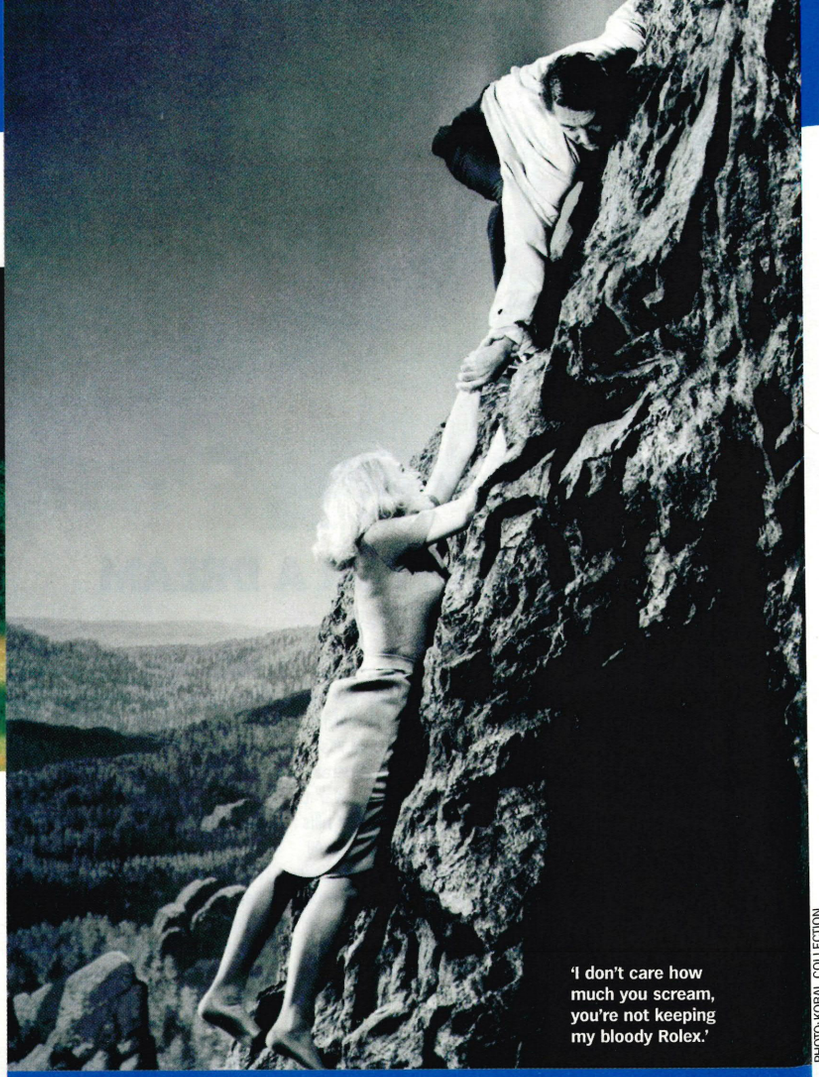
Warners/£17.99/6 August

Film: Palatable romantic comedies are all too rare these days, but any film starring two of Hollywood's finest young actors in Ben *'There's Something About Mary'* Stiller and Edward *'Fight Club'* Norton deserves some attention.

Keeping The Faith also marks the directorial debut of the latter, so while the film does seem a little eager to please, it's also intelligent and genuinely funny. Stiller and Norton play childhood friends who just happen to have become a rabbi and a priest respectively. Once you've swallowed the religion-can-be-trendy-honest schtick, there's some subtle humour to be had at the expense of our heroes who struggle to keep their personal desires suppressed beneath their pious robes. The situation is exacerbated by the return to town of another old schoolfriend Anna (Jenna Elfman) who's conveniently grown up into an incredibly sexy and desirable businesswoman. Naturally, a love triangle ensues with the confusion of Catholic guilt and Jewish pride all mixed up in the equation. **SR**

Features: The short reel of 'bloopers' is amusing enough but the 20 minutes of deleted scenes are excessive given that the film is over-long anyway. Ed Norton was obviously on holiday when the audio commentary was being recorded so we get screenwriter Stuart Blumberg instead.

Verdict: Occasionally comes across like a *Friends* spin-off but, trust us, *Keeping The Faith* is better than it sounds. **6/10**



'I don't care how much you scream, you're not keeping my bloody Rolex.'

PHOTO: KOBAL COLLECTION

TOP 10 HITCHCOCK DVDS

The 39 Steps

Carlton/£15.99

Film: The first example of what became Hitchcock's stock in trade: a wrong man, accused of a crime he didn't commit, is forced to go on the run to solve an insignificant plot point (which Hitch termed the 'MacGuffin') and prove his innocence. Action, suspense, romance and tongue-in-cheek comedy ensue.

Features: Documentary.

The Lady Vanishes

Cinema Club/£9.99

Film: When an old woman disappears during a continental train journey, two fellow Brits investigate and get caught up in a sticky web of intrigue. A product of a more innocent time, the playful mystery and charming stiff-upper-lippery on show here are utterly irresistible.

Features: None.

Rebecca

Pearson/£15.99

Film: Hitchcock's often-overlooked adaptation of Daphne Du Maurier's gothic potboiler is one of his most unusual classics. Joan Fontaine is the innocent young bride living in the shadow of Laurence Olivier's (murdered?) first wife and fighting a battle of wills with the scary (lesbian?) housekeeper.

Features: Interview With Kim Newman. Extracts from Francois Truffaut's Hitchcock book.

Shadow of a Doubt

Universal/£17.99

Film: Murder arrives in small town USA as Hitchcock's beguiling, low-key Americana gradually reveals its malevolent flipside when a teenage girl begins to suspect her beloved Uncle Charley may well be the Merry Widow murderer. But will he kill her before she can uncover the truth?

Features: Documentary.

Notorious

Pearson/£15.99

Film: A combination of incredible suspense and passionate romance that only Hitchcock could pull off. Agency man Cary Grant woos Ingrid Bergman then persuades her to marry Nazi spy Claude Rains and stack up the evidence against him. But can their love survive the ordeal and will the Nazis discover her treachery?

Features: Hitchcock interview.

Strangers On a Train

Warners/£12.99

Film: The film that demonstrates why you should never talk to people on trains – they're invariably homicidal idiots. When Farley Granger does just that, he unwittingly becomes embroiled in a 'criss-cross' murder deal: I'll kill your estranged wife, you kill my father. Events don't go quite according to plan…

Features: Alternative version of the movie. Newsreel footage.

Rear Window

Universal/£17.99

Film: It's hard to believe that watching a suspicious neighbour through a window for almost the entire duration of a movie could make for gripping cinema. But in the company of James Stewart and with Hitch's masterful direction, *Rear Window* is an all-time great.

Features: Two documentaries.

Vertigo

Universal/£19.99

Film: Hitchcock meets Freud in this haunting psychological thriller. Identity and desire as well as the titular fear of heights are all examined when James Stewart attempts to create a twin of the woman he loved and lost. Impossible to describe, once seen, it's impossible to forget.

Features: Documentary. Commentary.

North By Northwest

Warners/£12.99

Film: An updated, Hollywood-ised version of *The 39 Steps* with added budget, spectacle, action and Cary Grant as the wrong man accused of murder and espionage. Thrilling entertainment full of legendary set-pieces like the crop duster attack and the nail-biting finale on Mount Rushmore.

Features: Commentary. *Making Of* documentary.

Psycho

Universal/£19.99

Film: It's that Norman Bates dressed up as his mum! Filmed on a shoestring and with little regard for Hollywood tradition, all subsequent horror pictures and even the indie film movement can be traced back to this ground-breaking classic.

Features: Theatrical trailer.

TEXT: J.F. HART

FANCY A 'NIBBAL?

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EAT! Exclusive *Hannibal* preview: the DVD, the story behind the film, and Hopkins talks to us about eating brains

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***WHAT DVD* ISSUE 28 ■ ON SALE NOW**

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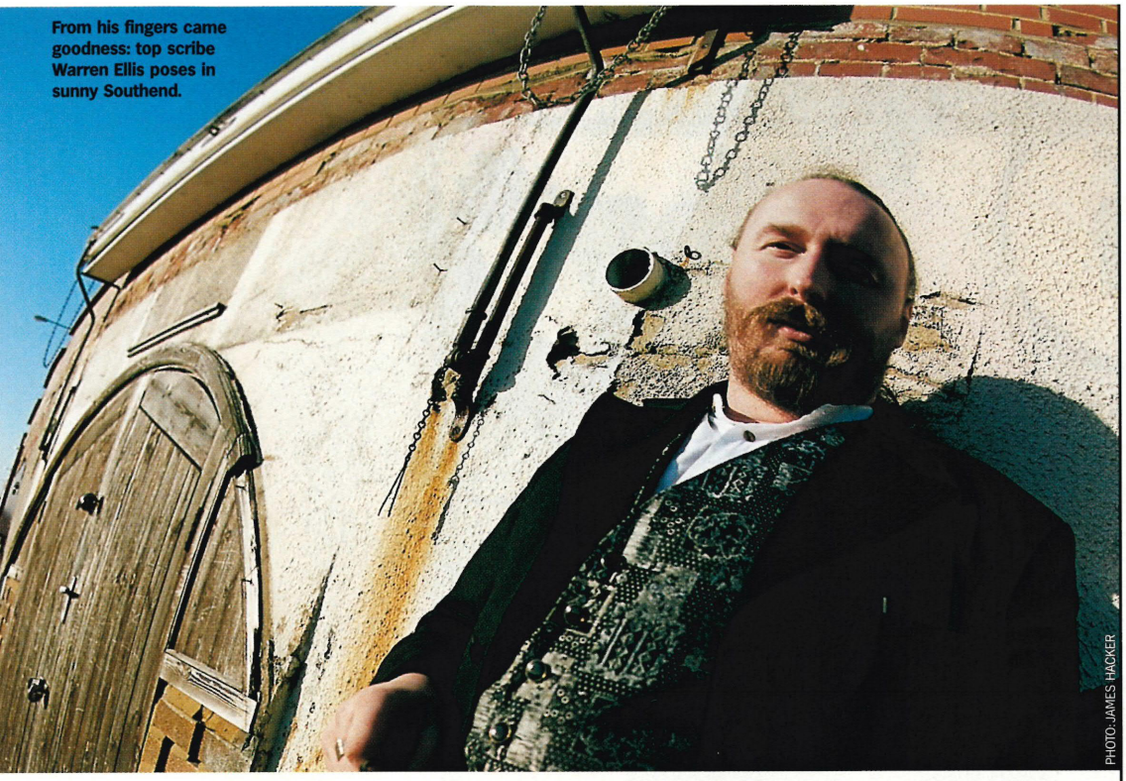


From his fingers came goodness: top scribe Warren Ellis poses in sunny Southend.

PHOTO: JAMES HACKER

Warren Ellis

The comics author talks moon-landings and games with *OPS2*.

"I'm currently writing *Ministry Of Space*. It's an alternate history of the British space program, where we get the German V-2 scientists and all their kit before the Americans or the Russians. So the first man in space is an ex-Spitfire pilot in 1949, and the British Empire survives by going up. In 2001, that's Churchill Station in orbit there, and Victoria Base on the Moon. Tally bloody ho..."

In his very first sentence, Warren Ellis sums up why you need to read his work. Based in Southend, the comics author has been applying such quantum leaps of imagination to reality for the last ten years. Comics buffs will know him from such works as *The Authority* (the best 'real' superhero comic since *Watchmen*) or his latest stint on Marvel Comics' *X-Men* titles. Given that Ellis openly despises superheroes ("I never grew up with the buggers, I never liked them, and I came to them with Hate..."), Christ knows what's in store for Wolverine and pals. For Ellis, comics ain't kids stuff.

"Comics is the pure voice of one or two people coming to you without any filters, without all the bullshit of film or TV," he evangelises. "That's why comics will break wider in the next few years. They make a new noise. We play you the real music."

Gamers, however, might know Ellis from his work for Rage Software on PC strategy title, *Hostile Waters*. Ellis was Creative Consultant and Scriptwriter for the title.

"They hired me," he admits. "They had the nut of the central idea and that was it. They wanted someone to add... well, everything else. I took a handful of their ideas and generated the whole thing from scratch."

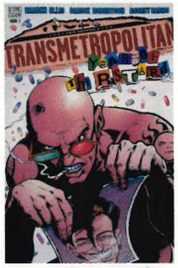
What about PS2 – can it rival PC games for depth? Would he consider working on a game?

"I've had exploratory conversations about writing a PS2 game. I want to get some time with the beast this summer," explains a man who likes *Half-Life* but, "couldn't get on with *Metal Gear Solid* for PC." "Interactivity is a hype-word that needs to be eliminated. Ultimately, you're talking about playing a bloody game. Immersion is good. Immersion is nice. But no-one's going to convince me that videogaming is going to be anything other than passive entertainment. That said, there's no law that says passive entertainment has to be bad, and there's nothing to stop the videogame innovating. It's a young art, and there's plenty of time to be wild in it. I'm looking forward to the cinematic being built into the gameplay more smoothly, with more density of information given."

If PS2 is added to Ellis' agenda, how can he hope to ever stay on top of an ever-expanding portfolio that includes film, comics, novels, the Web (www.warrenellis.com) and probably a lot more?

"I take my Handspring Visor and its foldaway keyboard down the pub. I write comics there, plug the Visorphone wireless modem into the top and email the work in before last orders. Life is easy. Technology is good. Do not resist..." ☐ **MG**

//"I've discussed writing a PS2 game. I want some time with the beast this summer"//



TRANSMETROPOLITAN: YEAR OF THE BASTARD

Set in a decaying near-future, *Transmetropolitan* is the story of tattooed gonzo journalist, Spider Jerusalem, and his crusade to bring down... well, absolutely everything. A couple of issues ago, we reviewed it. This issue, we asked Ellis about the appeal of Spider to fans and journos alike.

"Spider tells the truth," offers Ellis. "And he tells it regardless of what anyone thinks about it or him. That's the appeal.

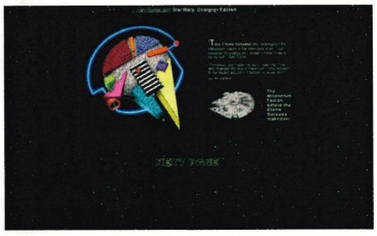
"Spider reminds journalists of why they got into journalism. Not a week goes by when I don't get mail from someone who's off to study journalism because of '*Transmet*'. I like that. I am building my army, and you cannot see them..."

*Transmetropolitan: Year Of The Bastard *is available from Titan Books, priced £9.99*

WORLD OF SPECTRUM

www.worldofspectrum.org

This site will never win an award for good looks. Quite fitting then, considering the Sinclair Spectrum's consistently dodgy design from the ZX81 with its laughable 16k memory to the ungainly plastic brick that was the insanely overpowered 128k+3. World Of Spectrum is the official archive of the home computers that were early inspiration for a lot of today's game designers. You'll find the usual wealth of detailed tech info, FAQs and manuals, but nestled alongside a quirky section dedicated to Speccy game music is the real reason to visit. A huge archive of playable games from *Chucky Egg 2* to *Manic Miner*. Proof if proof were needed that it's gameplay that turns hype into lasting classic status. Oh, and a certain C Sinclair got 100% in the site's quiz. Insider knowledge? ☐ **PF**



JUSTINSPACE

www.justinspace.com

'Justin' is a designer and artist with a twisted sense of humour and famous friends. His Web site is a collection of bizarre oddities alongside some of his 'day job' art for clients like Disney. Click on Obscene Interiors and you'll find bitchy critiques porn shoot décor (with the flesh blanked out). Prairie Haunts is a moving virtual tour of a long abandoned family house. The pick of the bunch is the *Star Wars*: Designer Edition section. Within you'll find a host of *Star Wars* icons given a makeover by top style bods. The AT-AT makeover by the designers of the new VW Beetle is class and Todd Oldham's refit of Aunt Behru's kitchen is a modern classic. ☐ **PF**

THE TOP FIVE

Five *Resident Evil* Web sites that truly bite.

1. www.new-blood.com
Thorough mix of info, features and news

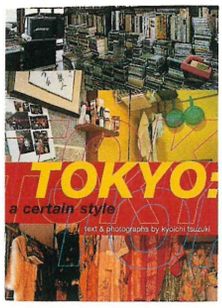
2. www.totallyre.com
Eveything you needed to know and more

3. www.residentevilfan.com
Emphasis on clips and user interaction

4. www.evilnet.evilgaming.net
Great site for walkthroughs and game cheats

5. www.capcom-europe.com
The official Euro site with much slick sickness

»PRINT



TOKYO: A CERTAIN STYLE

Author/Photographer: Kyoichi Tsuzuki/**Publisher:** Chronicle Books/**Price:** £8.99

"Here is the real Tokyo, where life is fast, rents are high, and space is cramped..." For this wonderfully-annotated collection of four hundred colour photographs, Tokyo-born author/photographer Kyoichi Tsuzuki has concentrated on the last bit of that sentence to weave a pocket photo album of how modern Tokyo fits A Lot into Not A Lot.

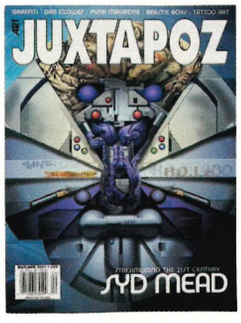
Tsuzuki visits 100 homes of happy families, aspiring salarymen, kitsch-loving schoolgirls, sad music journos and Hello Kitty otaku, weaving an anti-minimalist über-consumer photo-montage that's a million miles away from the paper-walls-and-zen-bonzai-tree cliche of Japanese 'legend'.

Interviews with the cramped protagonists lovingly reveal how these citizens adapt to their capital city's enforced claustrophobia, but beyond any hypothesizing, it's the sheer, unrelenting volume that amazes – old SNES and MegaDrive systems, exercise bikes, manga libraries, stuffed toy monkeys, Clash posters, half-built mecha, thousands of records, broken stereos...As Tsuzuki-san says, "Collections of collections, and not a thought for when the time comes to move."

What is it then? All of it's 'stuff', all of it's completely in the way and all of it's obviously indispensable to today's Tokyoite. Tsuzuki never really dares to ask why this anal-rentention-gone-mad is so endemic to Japan, but that was never the point. The point was to gawk, inspect, marvel and pity.

Show your mum this and she'll never ask you to clean your room again. ☐ **MG**

Mags we like



JUXTAPOZ

Frequency: Bimonthly/**Price:** $4.99/**See:** www.juxtapoz.com

On the outside, *Juxtapoz* is a high-brow (but trash-loving) version of *Grand-Royal*-meets-*Gearhead*, with its inevitable Beasties coverage, Seventies retrospectives and having Spike Jonze as a contributor. A closer inspection shows something more than the usual pro fanzine cool. Published by shock artist Robert Williams (of Guns And Roses *Appetite For Destruction* cover infamy) *Juxtapoz* lives up to the 'Art' tag that sits inside its cover masthead, looking at such contemporary artists as Tom Sachs (Jeff Koons meets trash culture – see Gaming Content) Syd Mead (*Blade Runner* and *Tron* sci-fi design guru) and Williams himself. Elsewhere, there's plenty lunacy with subject matter flitting from Mexican wrestling to evil rabbits to Coke-fuelled clocks to Robert Crumb portraits. A verdict? Eclectic, surreal, provoking and just plain goofy.

The straighter indie kids will be kept happy by Dan Clowes interviews, album reviews and the like, but for an accessible avant-garde punk take on West Coast art culture, this is an excellent starting point – if not much of a selling point... ☐ **MG**

Gaming content: Not much, if truth be told, but expect occasional coverage and retro coin-op chic. In this latest issue, artist Tom Sachs tells of hooking up an old *Defender* arcade machine to a 200 watt Marshall stack amp. YES!

**We picked up Juxtapoz while at E3. Try their Web site for a taster and subscription details.*

TEXT: SAM RICHARDS

»MUSIC

Ground control to Major Tom: The Beta Band dress up for the occasion.

SLEEVENOTES

Using the power of your PS2 with this month's best CDs.

THE BETA BAND Hot Shots II (Regal Recordings)

Who? Second chance for Scots oddballs after even the band themselves admitted their eponymous debut album was a total shed. *Hot Shots II* is much, much better.

Highlights: *Human Being* locks into a seismic groove akin to live favourite *Dry The Rain* while epics like *Eclipse* suggest a dub-heavy Wings losing the plot. Great.

Lowlights: The whimsical mumbling of *Gone* is a bit dour, but rather that than the unbridled wackiness of before.

Verdict: An incomparably skewed folk-dub space jam. The Beta Band may be off-message but they're entirely on the money. **8/10**

ASPECTS Correct English (Hombré)

Who? Another bid for Brit hip-hop legitimacy in the form of old-skool Bristolians who namecheck The Wurzels. Will Harlem homies get the reference?

Highlights: Much like spiritual cousins Ugly Duckling, Aspects elicit good vibes with ease. "Without tokes/I invoke strokes/in blokes," boasts Probe Mantis. True.

Lowlights: Too much cheesy retro nonsense. *My Genre* is a whole track devoted to Eighties teen films, and *We Get Fowl* samples clucking chickens.

Verdict: Aspects won't get British rap taken seriously, but the party they're starting down Somerset way sounds like fun. Pack your shellsuits and prepare to get goofy. **7/10**

D12 Devil's Night (Interscope)

Who? As every successful solo rapper is required by law to foist the mediocre mic skills of their sizeable posses on the public at some point, here are Eminem's mates.

Highlights: Slim Shady hits form on the rabble-rousing *Fight Song* but his best work is elsewhere. He's no producer either.

Lowlights: Packed with tediously graphic misogyny set to sub-sub-RZA beats, *Devil's Night* makes for grim listening throughout.

Verdict: The accusations of crude juvenilia wrongly levelled at Eminem's solo projects are fully justified here. Not a nice record, nor a very good one. **3/10**

REDMAN Malpractice (Def Jam)

Who? Resilient rapper whose best work usually appears on other people's records. Fifth solo album coincides with film role in stoner comedy *How High*.

Highlights: Best track by far is the astounding *Smash Sumthin'*, produced – bizarrely – by British ex-d'n'b dude Adam F.

Lowlights: Wise man he say 80 minutes of hip-hop album does for many average tracks and crap skits make.

Verdict: There are some great party tunes on *Malpractice*, but lack of originality means Redman is destined to remain the hip-hop bridesmaid. **6/10**

AALIYAH Aaliyah (Virgin)

Who? Precocious soul starlet presiding over the exact moment when R&B gets really weird. Produced by Timbaland alongside Rapture & E Seats, Jay Dub and Bud'da.

Highlights: The effortless blending of silky smooth vocals, cheap synth noises and abrasive acid beats on *Loose Rap*, *U Got Nerve* and *It's Whatever* mesmerises.

Lowlights: Casio chic is taken a little too far on *More Than A Woman* while Aaliyah is still prone to an occasional attack of the Mariahs.

Verdict: Much like Destiny's Child, Aaliyah is expert at sneaking in cutting edge techno under the guise of mainstream soul. Freaky and fantastic. **8/10**

»ALSO RELEASED

Cast Beetroot (Polydor)/**MC Solaar** Cinqieme As (East West)/**Carpenter Presents Studio 54** The Underground Classics (Obsessive)/**Luke Haines** The Oliver Twist Manifesto (Hut)/**Nikki Costa** Everybody Got Their Something (Virgin)/**Various Artists** Kool It (Harmless)

HARDCORE

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore...

How time flies when you're deprived of daylight. My latest plan to escape the HardCore Nerve Centre/Mop Room by getting myself voted into the Big Brother House has failed. In retrospect I suppose writing the application form using a twig dipped in a weak solution of Toilet Duck might have put them off. It was either that or the picture of Rayman with a hastily scribbled goatee I attached in place of a current passport photo. Whatever the reason, it's made for a great tips section this month. Not only do we have the second half of our great *MDK2 Armageddon* walkthrough but we blow *Crazy Taxi's* bonus missions wide open. And of course there's the usual mix of codes and tips for your favourite games. Enjoy the spread and see you next month.

Paul Fitzpatrick
Staff Writer

HELP ME!

Stuck? Frustrated? Lonely? If you're either of the first two (involving videogames) you're more than welcome to write to me and ask for my help. I'll do the best I can to unearth codes, secrets, walkthroughs or advice for any game you want. So if you need a hand just pick up that pen or keyboard and write to me at: **HardCore, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Electrical cyberpost to **PS2@futurenet.co.uk**. Ooh yeah.

MDK2 ARMAGEDDON

At the end of last month's cliffhanging episode of our *MDK2 Armageddon* walkthrough, Dr Fluke Hawkins finally defeated the monstrous BFB with the help of a round of atomic toast and a chaser of pure plutonium. While the good doctor recovers from an H-bomb of a hangover, we fly to Kurt Hectic who has decided to take on the aliens on their own turf...

LEVEL SEVEN

JANITORIAL DUTIES
Character: Kurt
Dr Hawkins has located Shwang Shwing's home world Swizzle Firma. Time for Kurt to take the fight to the aliens' backyard.

AREA 1
Turn around and run. Take the right path at the intersection and continue on to the ledge. Avoid the shots that are coming from the alien taxi. Run quickly as the taxi will be shooting the path out from underneath your feet. Go through the door on the ledge.

AREA 2
Snipe the Coneheads, and the three turrets. The Grunts and Poopsies will continue spawning back in, so it is useless to try to kill them all. Shoot the Sniper Ball in the tube on the ceiling to the left. Then shoot the Sniper Ball to the right. Now you must ride the fan up to the platform and shoot the Sniper Ball there. Then go back down the tube and shoot the middle Sniper Ball. Now the second fan has been activated, allowing you to proceed to the next part of this level.

AREA 3
Pick up the Grenades on the right. There is a hidden room behind a secret wall on the right side of this room. Step through this wall and get the power-ups hidden back there. Now throw a Grenade at one of the glass domes in the floor to break it. Shoot the Sniper Ball by the curved outcropping first. Then drop down into the hole in the floor and destroy the turrets. Grab the Sniper Mortars. Use them to break the glass in the outcropping to the right and shoot the Sniper Ball. Go back into the pit and pick up the Bouncing Sniper Bullets. Stand on the pink dot at the left and shoot a Bouncing Sniper Bullet at the blue pentagon to hit the Sniper Ball behind the mesh. Then go back into the pit. The way to the fan should be open now. When you get to the cityscape run towards the blue and yellow lights. The taxi will be shooting at you. Go into the door at the blue and yellow lights. This leads to Lewisham High St. Okay, that bit isn't true, but we're glad to see you're paying attention.

AREA 4
As you walk into this room you will see three Grunts beside three domes hanging from the ceiling. Dispatch the Grunts and then shoot the glass under the domes. When the glass breaks a Bouncing Sniper Ball falls out. Shoot the Bouncing Sniper Ball. Do this for all three domes before you attempt to go inside one. Sniping the Bouncing Sniper Balls turns on the fans under the domes. Now use the fan to get inside the first dome on the left. As soon as you get inside a lot of Inviso Grunts will spawn in on the floor. Luckily there is a Cloak in this dome. Use the Cloak and the Inviso Grunts will not bother you. Then go to the second dome and grab the power-ups. The third dome is the way out. Try to get there before the Cloak runs out.

AREA 5
The first thing you will see in this room is a Conehead with his back to you. Shoot him in the back and then proceed into the room with caution, as there are still two Inviso Grunts somewhere inside. Once you have dealt with the Inviso Grunts look at the two huge Sniper Balls. You must shoot the reddish caps off of the balls. For the ball whose cap is pointing downward, shoot off the cap and then the Sniper Ball inside. A Bouncing Sniper Ball will then fall out. Shoot it, natch. The ball with the cap pointing up requires you to get a Sniper Mortar, which can be found on the archway in this room. Shoot off the cap and fire the Mortar into the opening. Another Bouncing Sniper Ball will fall out. Shoot it. Then walk to the top of the archway above the entrance. A Sniper Ball at the top of the two huge ones should now be activated. And yes, you need to shoot it. This will cause the floor to open up and four Grunts to run out. Kill them and proceed. In the cityscape run towards the telescope platform at the centre of the city and use your chute to float over to it. Get the power-ups on the platform and take the teleporter. Go through the door on the ledge after being teleported.

AREA 6
You enter a huge room. There is a platform, which goes around the edge of the room. The middle of the room looks like a giant spider and has two platforms. The upper one has a teleporter inside it. Around the edge of the room there are Sniper Balls. Only one of them is active at a time. When you shoot a Sniper Ball, enemies will appear and items will spawn on the platform near the entrance. To activate another Sniper Ball you must kill all of the enemies that spawn. If you fall into the pit you can use the fan and teleporter to get back up to the balls. When you have sniped all of the Sniper Balls and defeated all of the enemies the floor will open up allowing you to proceed to the next room.

AREA 7
The first two enemies you will see are two Grunts. Kill them and snipe the Bouncing Sniper Ball to switch on the fan that will take you to the next platform. Get the power-ups above the horns behind you. Continue sniping the Bouncing Sniper Balls on each platform to switch on the fans that will take you up to the next platform. A handy trick for the Bouncing Sniper Balls in this room is to use your Laser Gatgun as it behaves just like sniper shots, but it has a faster rate of fire. After the last fan is switched on there are two Ultra Bottrocks. If you have a Sniper Shield use it to safely snipe them from a distance, or just use a Cloak or Dummy Decoy to sneak past them. Continue riding the fans up to reach the door at the end.

BOSS FIGHT: SHWANG'S TAXI
The easiest way to beat this boss is to arm a Sniper Shield and run into one of the two domes along the edge of the middle platform. The domes will collapse from the taxi's shots, so you'll have to use Sniper Shields to avoid the taxi's shots after that. Strafe to avoid the taxi's shots and snipe the balls along the side of the taxi, or use Laser Gatgun shots. The balls will fall off when hit. When you destroy all of the balls the boss is defeated.

LEVEL EIGHT

XENOIC-THE LAZARUS EFFECT
Character: Max
Max touches down on Swizzle Firma just in time to learn of the Ultimate Doomsday Device. Better disarm that otherwise it's sayonara to mama Earth.

AREA 1
Run to the end of the street and go left. Look for the sign with the unhappy face and gun. There is a nook in the wall where you can find weapons. They respawn, so stay until you have full weapons. Now run and turn right and then take the first left. Keep running until you see crates against a wall. Shoot them to reveal a tunnel. Enter the right branch of this tunnel and shoot out the grates on the left wall. Run through the grating to enter a room with two Bif's in it. You must keep killing the Bif's until they stop re-spawning. Then the triangular outcropping will pull back to reveal a passageway.

AREA 2
The first thing you will see is a circular door with four arms around it. Run to the side of the arms to attack them. Do not attack from the front, as you will take more damage. Strafe to avoid the turret fire and destroy the arms. The circular door will open. Run into the next room. There will be two Bottrocks and a lot of statues and pillars. Shooting the pillars will reveal girders that you can climb. Climb to the top of one of the girders to get power-ups. Destroy the device on the ceiling to open the door to the next room.

AREA 3
There is a huge Jumbotron in this room. It has floating platforms all around it. A circular platform with Gatling Guns goes around the edge of the room. Run around the edge of the room collecting as many Gatling Guns as you can. There are three BirdBrains firing at you. Try not to waste any ammo on them as they respawn indefinitely. Now jump to the red edged floating platform (this is opposite of the door you entered through). It takes you near to a blue ledge on the Jumbotron. Jump onto it. The way to finish this room is to shoot the red, green, and blue parts of the supports holding the Jumbotron up. They can be shot from the red, green, and blue floating platforms. Once the Jumbotron falls it will smash a big hole in the floor. Jump to the floor. You will take damage but there are two Car Batteries down there. Down the big hole there is a pipe. Jump on to the pipe from the ledge that stretches out over the hole and then jump inside of the pipe by standing on the thin wire. This pipe leads to the next room.

WALKTHROUGH: PART TWO

LEVEL EIGHT CONTINUED

AREA 4
There are Bottrocks, a Bottrock Generator, and three spaceships fixed to the wall. Grab the Gatguns in the room. Don't stop moving as the spaceships are constantly firing at you. Take out the Generator first and then concentrate your fire on the spaceships. After the last spaceship is destroyed another one will fly into the room. This spaceship will drop off Bottrocks. When the Bottrocks have been defeated the ship will fly down. Jump onto the ramp and run into the ship. Press the red button in the cockpit. The ship will then shoot out the locked door.

AREA 5
Get the Atomic Jetpack. The first thing you will see is a large light on the wall of the reactor. Use the Atomic Jetpack to fly up to it. Now keep flying to the right. There will be vents and lights to land on. Use these to climb up to the arms extending from the reactor. Fly to the small platform at the end of the arm and then across the arms until you get to one that's close to the ledges that move in and out of the wall. Fly to the ledges and use the Jetpack to climb them until you reach a light located under more arms. Here, fly up and land on the platform at the end of the arm. Stand there just long enough to refuel the Atomic Jetpack, since the arms lower as you stand on them. Now go on to the next one and so on until all of them are lowered. This triggers more ledges higher up. Fly up to these and use them to climb up to a spindle of pipes. In the centre of the spindle there is a corridor that is marked by a large glowing circle. Enter this corridor.

AREA 6
In this room there are a lot of electric pillars. Use the Atomic Jetpack to fly to a pillar and use your guns to destroy the top half. It will shatter and reveal a small platform for you to stand on. Refuel and proceed to the next pillar. Do not touch the pillars before they have shattered or you will take damage. There are BirdBrains and Mantarays shooting at you. Your objective is to get to the hole in the wall at the other side of the room. Through here is a corridor that leads to the boss room.

BOSS FIGHT: FINAL SHWANG
There is a rocket in the centre of the room. Red buttons that you can stand on are all around the room right beside various large tools. Shwang will be in a cast and a chair. He will fly around the room and shoot intermittently at you. A timer begins to count down as you enter this room. If you do not defeat Shwang before the timer runs out the ultimate doomsday device will go off. To defeat him you must lure him near to one of the large tools along the wall and then jump on the red button beside it. This causes a tool to hit Shwang causing him massive damage. A couple of the tools along the wall do not have buttons. They must be shot and destroyed when Shwang is near them. If you hit Shwang with enough of the tools to get his health very low you should be able to finish him off with your guns.

LEVEL NINE

ALL HEROES
Character: Dr Hawkins
The absent minded Doc arrives at Swizzle Firma to rescue his friends but manages to teleport himself down to the planet's surface rather than Kurt and Max up from it.
mini-game: Avoid the rocks and the wormholes.

AREA 1
You will start in a large room with a lot of Conehead civilians running around. There will be a blue and red teleporter in one corner of the room, a ramp leading to an upper platform and a ramp heading down to a door. First run up the ramp to the platform. There will be a corridor but ignore it for now. Keep running around the platform until you find the power-ups. Then run back down the ramp and go down the other ramp that leads to the door. Go through the door and into the corridor.

AREA 2
You will end up in a dark corridor with a checkpoint. Use the Atomic Toaster to take care of the Bottrocks in the corridor. Go through the door at the end of the corridor. This will lead to a maze. When in the maze there are many buttons on the floor in various points. If you press them all a secret door will open up for you near the end of the room. Try to go in the direction that the Conehead runs. This is *always* the right way to get to the maze exit. At the end of the maze you will run into two Bottrocks and a Bottrock Generator. Kill them and pick up the Palatial Locator. This will cause the teleporter to activate. If you pressed all of the buttons in the maze you can now pick up power-ups inside the large dome in front of you. A doorway will have opened up on the far side. Then run into the teleporter. This will transport you back to the first room. You will be standing on the red teleporter. Run through the blue teleporter right beside you.

AREA 3
You will be standing on a red teleporter. You will see some pits in the room and a blue teleporter at the opposite end of the room. Run into the teleporter. You will teleport into a very large room. In the distance you will see a floating maze. Run towards it. You have to kill Bottrocks and Bottrock Generators on the way. When near the maze, SODs will attack you. Kill them all, if possible, and proceed on to the maze. You need to use the ladder. The grey squares on the ground and on the platforms are where you use the ladder. There is also a secret room in this maze. The wall right beside the straight platform closest to the wall will open revealing power-ups. The object of the maze is to climb up to the blue teleporter at the very top.

AREA 4
In this room you will see three buttons on the floor and a large tube. On the wall you will see what appears to be a Conehead 'ant farm'. You will notice that when you press a button the floor disappears in a section of the farm dropping the Conehead in it down one level. Your object is to get the Conehead into the fan at the bottom. It will grind him up and fill up the tube a little bit. When the test tube is full a wall will fall down revealing a blue teleporter. If the Conehead makes it across a level of the 'ant farm' a Bottrock will spawn in and attack you. Grinding one more Conehead after the tube is already full will open a secret room containing power-ups.

AREA 5
In this room there is a Bottrock Generator and a lot of Bottrocks. Destroy the Generator and the Bottrocks. There is now a button where the Generator used to be. Press it. This activates the blue teleporter on the other side of the room. There are two BirdBrains guarding the teleporter. Kill them. Now get the power-ups on both sides of the ramp to the teleporter and take that ride.

AREA 6
You will be teleported onto a circular platform with some spinning red and blue lights in the centre. Kill all of the SODs and BirdBrains so you can safely solve the puzzle without being shot at. There are three buttons on the little platforms. There is also a floating platform that goes to another with a red force field. When you stand on a button one of the lights stops spinning. The object is to stop the spinning lights when they are blue. Once all three lights are stopped on blue, the force shield will disappear and you will be able to pick up the Positronic Doohicky. And about time too.

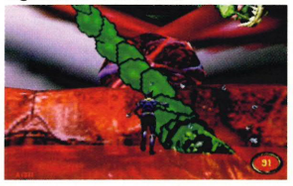
AREA 7
You are back in the first room again. Run up the ramp and down the upper corridor. The first challenge is a red treadmill. Study the pattern and run to the nooks in the wall. In the next part of the room you will see buttons and wire fences blocking your path. You must press the correct buttons to get the fence to lift. If you press the wrong button you will take damage. From the left, you must press the first button, second button, second button, third button, then the first button. There are Bottrocks and Hosers behind the fences. There is also a hidden room behind a secret rising door in the back right of this room with power-ups in it. After this there are two more treadmills to negotiate. You must navigate these to proceed to the last room. There are also Hosers lying in wait at the end of all of the treadmills.

BOSS FIGHT:
HOSERS IN THE PHONE BOOTH
You will see a lot of buttons on the floor and two BirdBrains will rise to attack you. Deal with them and then run to the yellow button. Look at the ceiling when you press it. There are red lights above the buttons that correspond to the buttons that you have to press. Once you have solved the puzzle a wall will shatter and a teleporter will be visible. Go pick up the Dimensional Destabilizer and step through the teleporter. You have all three of the special items now. Now walk to the phone booth in the first room. Pick up the Pumpernickel and shoot it into the phone booth three times to kill the Hosers inside.

MDK2 ARMAGEDDON continued

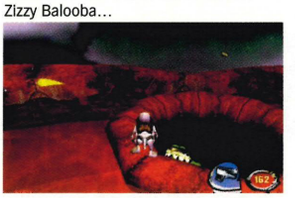
LEVEL TEN

ZIZZY'S PALACE
Character: Kurt, Max or Dr Hawkins
Choose your favourite character and get ready for the final showdown with the ultimate boss and alien leader, Zizzy Balooba. First off, we tell you how to get to Zizzy with Kurt, Max or Dr Hawkins. Then you can discover how to use each of the characters' strengths to bring the big Balooba down to size.



KURT
Run to the right, all the way to the fan. Float on the fan and shoot at the wall. It will collapse. Now run down the corridor. There are turrets that shoot blue bolts at you and Grunts that will attack you. Once you make it out of the corridor you will be in a huge room. There will be Bifs and BirdBrains attacking you. Run to the left towards the blue door. The door will open to a red-carpeted corridor. Follow the corridor until you get to a blue door. You will now enter a room with a huge statue and a water fountain in the middle. Run up the staircase to the left of the statue. The door at the top of the stairs will not open so jump to the ledge on your right. Now follow the ledge until you get to a blue door that leads to a blue corridor. At the end of the corridor is Zizzy Balooba…

DR. HAWKINS
Run to the left. There are grey squares that you can use your ladder on. Use it to climb the wall and get into the palace. The first area after climbing the wall is a reddish corridor. Follow it and it will eventually lead into another corridor that has a reddish floor and purple walls. Keep going along it until you get to the blue door that opens onto the top of the stairwell in the statue room. You will meet Coneheads and BirdBrains in these sections. If you look left you will see a place to use your ladder. Climb to the platform on your left and run to the blue door. The blue door leads to a blue corridor. At the end of the corridor is Zizzy Balooba…



MAX
Run forward. The huge doors in front of you will open. Next you will see a large circle on a wall in front of you. Run towards the wall and it will open up for you. In the next room Bottrocks and Bifs will spawn. Kill them all and run to the door at the end of the room. The door will open to a red-carpeted corridor. Follow it until you get to a blue door. On the other side of the door is the statue room. Run up the staircase. The door at the top of the stairs will not open but not to worry. Jump to the platform upper right and run to the blue door leading to a blue corridor. At the end of the corridor is Zizzy Balooba…

THE FINAL BATTLE: ZIZZY BALOOBA
When you enter the room Zizzy is standing in the centre. Zizzy has four attacks: laser shots from his trident, large blue walls sent along the floor that knock you over if they hit you, green bolts sent along the floor from his trident, plus he raises his hands and wiggles his fingers to hypnotize you with his Hypno-Attack. This last one causes the screen to spin and makes it very difficult to control your character. To avoid his laser shots and the large blue walls, strafe to the left and right. You should avoid the green bolts by jumping over them. To avoid being hypnotized simply turn your back on Zizzy when he wiggles his fingers. Collect all of the power-ups along the outer walls of this room. Now shoot Zizzy until his health bar reaches zero and he will go to the middle of the room and spread his arms to suck you into his stomach. Once inside of Zizzy you have the juicy task of destroying all of his internal organs to defeat him. Of course, Zizzy isn't defenceless, even now. You are going to have to deal with his stomach acid and BottWorms. The BottWorms can be very hard to avoid, so they will require some serious strafing and jumping when you hear them getting close to you.

With Kurt
Shoot the four heart chambers with your Chaingun. Then lob a Sniper Mortar into the hole in each lung. After that use one of the holes with bubbles flying out of it to float up to the ledge just below Zizzy's brain and shoot out his eyes. Next shoot the big lug's brain. When you do this you will see Sniper Balls floating around the surface of his brain. Shoot them with sniper shots, or your Chaingun, or, better yet, use any Sniper Grenades you have left.

With Doc
Turn into Hyde to destroy the four heart chambers. You will need to ride on top of the bubbles to reach the two highest heart chambers. Use Pumpernickel or Atomic Toast to destroy Zizzy's lungs. Next use the leaf blower to blow Zizzy's eyes into the holes, or just push them around with Hyde. Finally, use Atomic Toast to destroy the brain by bouncing your shots off his rib cage.

With Max
Simply shoot every organ with your guns until they are all destroyed. Having four Rayguns equipped to use against Zizzy's organs will make things the easiest for Max. You have to use the Atomic Jetpack to fly up to Zizzy's brain and eyes to destroy them.

Congrats, space cadet! You've just just beaten *MDK2 Armageddon*.

FIFA 2001/ISS

Make the beautiful game even more beautiful with these codes for *FIFA 2001* and the lovely *ISS*.

FIFA 2001
Automatic Win:
Play the game for a couple of minutes and then pause. Now hold down L1 and L2 and enter ⊗,⊗,◎.
Play as All-Star Team:
At the team selection menu, select Arsenal and hold down ◎ when you press START. At the kick-off you'll be playing as the Electronic Arts All-Star Team.

ISS
All-Star Teams:
At the team selection menu input ↑,↑,↓,↓,←,→,←,→,⊗,◎,START.

ALL-STAR BASEBALL 2002

A little hint to make you a 'diamond' geezer with 'mounds' of home runs. Geddit? Oh, never mind.
When up to bat, press ◎ to change from contact to power. Then you need to line up the upper corner on the side of the batting triangle with the pitching aid. Time your swing correctly and nine times out of ten you'll hit a home run.

GUN GRIFFON BLAZE

Send fairness south of the border with this little gem.
Create a female pilot with the name 'FEA MASTER!' and enter Mexico as her nationality. Do this and you'll start the game with 12 fuel evaporation bombs.

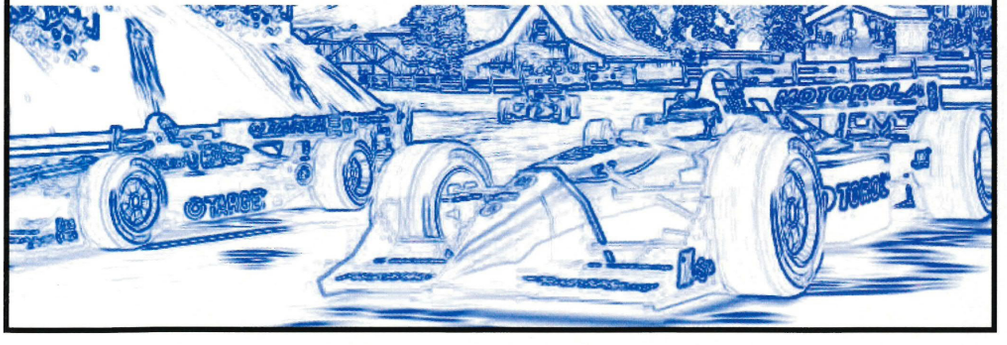
CART FURY: CHAMPIONSHIP RACING

A collection of fun extras and hints on how you unlock the cars and tracks that matter.

Fog on the track.....Enter R2,L1,⊗,◎,□,◎ at the cheat menu
Gigantic head mode option.....Enter △,◎,□,L2,L1,R2 at the cheat menu
More drivers and cars.....Enter L1 at the driver selection screen to access more drivers (from Midway's development team) or L1 to access additional, novelty vehicles including a hotrod and a soapbox cart

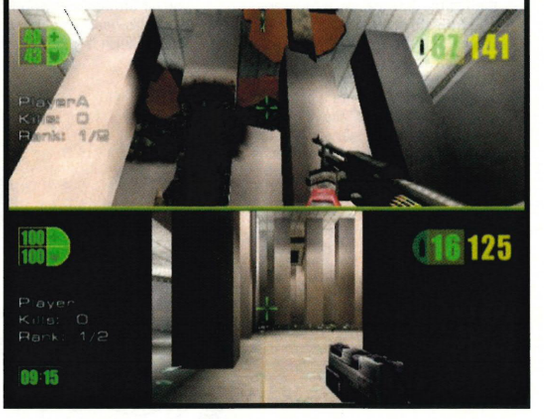
Extra Option Hints.
Once opened, these options can be accessed from the Cheat Menu.

Unlock Thick Fog option And New York track.....Complete the game in Demolition Mode in all three difficulty settings
Unlock Rocket Wheels option and Boston Big Dig track.....Complete the game in Block Your Opponent Mode in all three difficulty settings
Unlock No Time Out option and Moon track.....Complete the game in Time Trial Mode in all three difficulty settings
Unlock Night Drive option and Alpine Raceway track.....Complete the game in Lock-on Mode in all three difficulty settings
Unlock Death Car option and Miami track.....Complete the game in Simulation Mode
Unlock Infinite Continues option.....Complete the game in Season Mode
Unlock Jump option.....Complete the game in Last Man Standing Mode
Unlock Driving 101 FMV sequence.....Complete all Driving 101 options



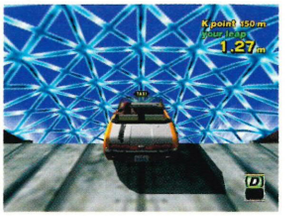
RED FACTION

Access the secret roof area in the Lobby Multiplier Map.
To get there, go up to the second level of the area and pick up the Rocket Launcher. Arm it and aim for the corner of the wall where the skylight begins (see below). Fire a couple of times to smash a hole into the ceiling and the wall, and continue launching rockets until you create a small alcove from where you'll be able to jump up onto the roof. Once you are up there, you'll find a Fusion Rocket Launcher and a Rail Driver. This is also a good vantage point for some sneaky sniper action.



CRAZY BOX

Last month we set you up for fare-fishing success with a slew of indispensible playing tips covering the main game. This month we jimmy open the world of Crazy Box, giving you the info to meet the insane challenges head on, unlock some fantastic mini-games and perfect some crucial driving skills at the same time.

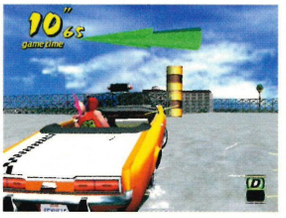


Crazy Jump
This is the entry point into Crazy Box and aims to get you off to a flying start in more ways than one. It's relatively straight forward but requires you to master the Crazy Dash to pass the 150m clear point. But why settle for a pass? Squeeze three Crazy Dashes in and you'll soon be flying past the 300 metre mark on every attempt. A blistering start is essential. Let the speed build then Crazy Dash around midway down the ramp and once more as you speed to the edge of the jump. See if you can manage to pull off a 400 metre jump.
Challenge Rating: 2/10

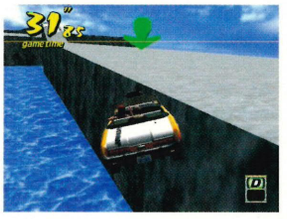
Crazy Flag
Still warming up, but this time you're going to need to practice your Crazy Drift skills. The key to hitting the flag at the far end of the beach in record time is to kick off with a Crazy Dash and perform a Crazy Drift immediately (toggle Reverse then Drive rapidly, while turning) to pull off a blisteringly fast U-turn. See the flag? Floor it and with the help of a few more Crazy Dashes you should be able to hit the fluttering swine in under ten seconds. (Which is excellent). Remember, you don't need to brake on the spot so just keep that finger on the accelerator.
Challenge Rating: 4/10

Crazy Balloons
This is the first of the tricky ones, mainly because the clusters of balloons disperse once you've hit and burst your first batch. The way to get them all in record time is to throw in as many Crazy Drifts as you can to reposition quickly. You will have to make up some distance to burst the stragglers on the edge of the area but that's why you have Crazy Dash. Try for a world beating time of around 30 seconds. If you can do that, you're unstoppable.
Challenge Rating: 6/10

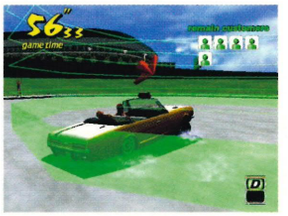
Crazy Drifts
Pulling off the 15 combos required to clear this challenge isn't too hard, but a word of warning. Keep off the grass. It saps your speed and will lose you valuable time as you crank it up again to Crazy Drift. Try and stay on the Tarmac and you'll make your life a whole lot easier. Remember the mantra of accelerate, drift, accelerate and you should be able to get an outstanding score of 30 combos.
Challenge Rating: 5/10



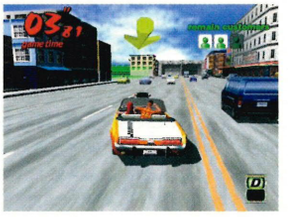
Crazy Turn
A simple task but hard if you're still not Crazy Drifting with confidence. All you need to do is Drift around each corner, take the ramp and finish in the end zone before the clock runs out. Take each corner as wide as you can and remember that when you finish a Drift you'll continue in the direction your bonnet's facing, so time the end well. It's entirely possible to Crazy Drift off the end of the ramp and land facing the finish point. Perfect this move and you'll be laughing.
Challenge Rating: 6/10



Crazy Bound
This is the first really awkward challenge, requiring you to Crazy Drift off the ramps and then to line up with the next jump. The trick is to skid so you leave each ramp side-on, flying through the air sideways and landing ready to drive straight on to the next ramp. The penultimate ramp is a cheeky little number, because more often than not – unless your turn is incredibly tight – you'll shoot straight into the sea. On the final stretch, remember to brake into the end zone, as it's all too easy to fly off the edge into the water below.
Challenge Rating: 7/10



Crazy Rush
This one is a real stinker but never fear. It can be done. Time is incredibly tight here, so wasting time picking up or dropping off punters is out of the question. The way to make sure you do this is to simultaneously Crazy Drift and brake as you approach the drop off points. It's not the easiest manouevre but once you've got it down you'll always come to a rest facing the remaining customers. It goes without saying you'll need to Crazy Dash as soon as the punter hops aboard.
Challenge Rating: 8/10



Crazy Jam
Ready for some precision driving? Three passengers, one hell of a lot of traffic and no time to waste make this a blast. Again, time is short so you can't afford a single prang. Here's what you have to do. Get moving with a Crazy Dash and head straight on to drop off your first and pick up your second passenger. The next section isn't such a breeze and will require some very sharp reflexes as you pick your way through the traffic. Even so, you'll need to throw a couple of Crazy Dashes in there to make your life easier later on. After that there's a relatively straight route through the traffic. Tight, but you can hammer along quite happily. You will however need to swerve across several lanes of traffic to reach the third passenger. Thankfully, the final leg of the challenge is pretty straight forward.
Challenge Rating: 6/10

Crazy Pole
This is one hardboiled challenge. As with Crazy Rush, you'll have to brake and Crazy Drift using poles as stopping aids. Do this and you'll come to a (temporary) halt alongside them and facing the remaining customers. This time, one Crazy Dash per leg won't be enough – not if you want to get an outstanding time. Even though it does make stopping dead all the more dicey, try to fit a couple of Dashes in between each drop off point.
Challenge Rating: 9/10

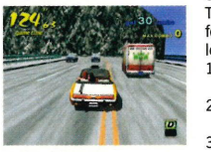
CRAZY TAXI BONUS MISSIONS

Is there no end to *Crazy Taxi's* generous gameplay? Complete a row of three Crazy Box challenges and you'll unlock a hard bonus mission for your trouble. Read on to find out what they are and how you get the better of them.

Crazy Bowling
And you thought Tekken Bowl was fun? Try this on for size. You're driving around an arena dotted with pins and have a limited amount of time to knock them all down. As you'd expect, you can't afford to miss a single pin if you want to beat the challenge. The key to this one is to approach each triangle of pins from the side and pull off a delicious Crazy Drift at the last instant. This way you broadside the whole lot and position yourself perfectly for the next set. Watch out for the sidings if you overshoot, as you can get trapped in them and waste time you simply don't have.
Challenge Rating: 8/10

Crazy Zigzag
Control is everything on this challenge. If you've mastered the Crazy Drift (and if you haven't you're unlikely to be here in the first place) you should be fine. Relatively speaking. Each corner is a right angle, so it's helpful to remember that stopping a Crazy Drift allows you to drive on in the direction in which you terminated the Drift. With this in mind the best way to tackle the challenge is to Crazy Drift over the gap at the intersection of each bend, leaping slightly over the space below. This way you'll shoot straight ahead on to the next strip of road. Bear in mind that the road is very narrow (about twice the width of your taxi) making room for error negligible.
Challenge Rating: 9/10

Crazy Zigzag 2
If the first Crazy Zigzag got you fuming you might as well sit down before you read about this one. The task here is similar to the first, only this time you have to ferry seven passengers to drop-off points on the narrow ocean-bound freeway. However, the green stop zone where you must drop each passenger off overlaps the rolling ocean, giving you a space in which to stop the size of a gnat's wallet. The only way to pull this off is to Crazy Drift and brake into each zone, with your flank parallel with the road edge, so that you're facing directly ahead along the next strip of road. The 29 second time limit is harsh to say the least but, as ever, practice makes perfect. Pull this off and you will truly be a *Crazy Taxi* god.
Challenge Rating: 10/10



Crazy Through
After that last one this is a picnic. A Crazy Through is a near-miss with another vehicle so, all you have to do is speed close to or between the heavy traffic on the road. Drive safely and the 30 combo pass mark is easily achievable. However, crash with another car and the slate is wiped clean forcing you to start from scratch. The best way through is to maintain a fairly direct course *with* rather than *against* the flow of traffic. Playing chicken with oncoming traffic just isn't worth it. At least here.
Challenge Rating: 6/10

Crazy Parking
The object here is to make your way through a busy and cluttered multi-storey car park. With only 25 seconds on the clock barging your indestructible way through obstacles isn't going to get you very far. The trick here is to pull a Crazy Drift off each ramp to the next level (otherwise known as a Crazy Jump.) With a bit of luck, you'll miss some of the traffic and parked cars, and land in a good position to cut diagonally across each floor. With agility and a spot or two of luck you should be able to speed your punter to his destination with maybe a second or two to spare.
Challenge Rating: 8/10

Crazy Party
This is the evil brother of the already infuriating Crazy Zigzag 2. There are seven customers and each one is found in an increasingly frustrating location. The seemingly generous 140-second time limit isn't, but with this information you'll be well on your way to cracking the challenge. The customers can be found in the following locations:

1. To the left of where you start.
2. To the right of where you start.
3. Almost directly behind where you start, in the middle of the cluster of cars.
4. One each on the two raised areas (beware the spiral ramps).
5. Two ahead of where you start, on the raised area over the ramp.

The final slog to the drop-off point is full of twists and as narrow as you like, so be careful.
Challenge Rating: 10/10

Crazy Attack
The seventh *Crazy Taxi* bonus mission is only opened up once you've completed all six main bonus missions. The object of this mini-game is to make a complete circuit (anti-clockwise) of the Arcade city within a four-minute time limit. The traffic is very busy and you'll have to pull of a virtually faultless lap, Crazy Dashing all the way to have any chance of success. Beat this and it's time to collect your hard won reward. A push bike which can be accessed from the cabbie selection screen. Well done you. Just watch out for any taxis while you're out and about on your bike. Apparently they're a bunch of maniacs.
Challenge Rating: 11/10

Q&A

Want to know when *Metal Gear Solid 3* is coming out? So do we. But ask us about almost anything else and we'll be sure to get on the case and get you the info you crave. Send your questions to Hardcore Q&A at the usual address or via the Interweb at PS2@futurenet.co.uk.

STRIP TEASE

So far in *Sky Odyssey* I've found secret runways on The Adventure Begins, Labyrinth, Mid-Air Rendezvous, The Great Divide, and Towers Of Terror levels. Where are the others?
Glenn Harris, via email

Congratulations Glenn, you've found the lot! If you've located these hidden landing strips you'll have already collected all the parts required to build the Shinden concept plane and give it a jet engine refit. And *you've snapped up the triple wing for the Swordfish plane. But do you know that you can get custom parts for your planes by getting a grade B or above in Adventure mode missions? And have you picked up the pontoons that allow you to land at sea by finishing the Stormy Seas level?*

ON YOUR MARKS

I think my PS2 is playing up. When inserted the discs make funny noises and the majority of the time they don't load. There are also strange marks appearing on the edge of the discs that look like little finger prints. What should I do?
Derek Bain, via email

Every PS2 will occasionally make a humming noise when it's accessing large amounts of data. This usually happens when a game is first loaded or between levels and is due to PS2's 24x CD player (compared to PSone's 2x CD unit). You can minimise the rumble by standing the PS2 flat rather than on its end. However, if the discs are actually getting marked or you're having consistent problems loading them it sounds like your unit may be damaged. We recommend you call SCEE's Customer Careline on 08705 998877 and they should be able to help with organising for a replacement machine, if required.

E3 MGS2 @ OPS2 DVD ASAP?

I have one, simple request. Sometime very soon can you put the highest quality version of the *MGS2* E3 2001 trailer on your glorious demo DVD? I spent most of the day downloading the low-quality version and was BLOWN AWAY. If there were any doubts as to PS2's power and as to the future of videogames as a valid artform this crushes them.
Colin Whiteside, via email

It's coming, Colin. The spectacular, second trailer for MGS2, *shown at E3 and described in exhaustive detail in last month's Spy will be on the* OPS2 *DVD just as soon as we can – expect it next issue or the one after.*

PLAYING WITH MR SNAKE

As a long time subscriber of both *OPM* and *OPS2* magazines, I was just wondering if you are ever likely to include the infamous *MGS2* playable demo that was included with the game *ZOE*, on your demo disc.
Michael Rathmell, via email

Again, we will be having a playable demo of MGS2 *soon. The details have yet to be confirmed but we'll be shouting the news from the rooftops when they are. Watch this space.*

MISSION: IMPOSSIBLE?

Is *Confidential Mission* coming out on PS2?
Simon Cochrane, via email

Hitmaker, developer of the accomplished Dreamcast light gun game with an espionage twist have no immediate plans to bring Confidential Mission *to PS2. Of course, if that changes you'll read it in Spy first. You can also stake out Hitmaker's bilingual site (www.hitmaker.co.jp) and keep an eye open for announcements.*

MEMORY, MAN

Maybe I'm doing something wrong, but why does a game not recognise a Memory Card if it is not in the left hand, or bottom memory slot of a PS2? It is such a pain to have to change PSone and PS2 Memory Cards around, when changing between games. Also, how come none of the games appear to have an anamorphic mode for widescreen TVs? Sure, some of them you can blow up to fill the screen, but this loses quality and therefore reduces the point.
Mike Seares, via email

Regardless of whether the game you're playing has a multiplayer option or not, if you're playing solo on PS2 the console automatically looks for both the controller and Memory Card in the left hand (1) slot only. Sadly that means having a convenient, 'resident' PSone Memory Card in the right-hand slot isn't going to work. So, you're either going to have to carry on switching or make new PSone game saves on your backwards compatible PS2 Memory Card.
As for anamorphic display modes in PS2 games, there are a handful that offer just that. Fur Fighters, Gran Turismo: 3 A-spec *and* Quake III Revolution *all allow owners with the right kit to play their games in glorious widescreen. Why aren't there more? Well, for now the relatively low density of widescreen TVs out there just doesn't merit it. Of course that's likely to change over time but for now it's going to remain the exception rather than the rule.*

ONLINE ENQUIRY

1. Do you know if *Black And White* will be released for the PS2?
2. Is there a PS2 USB Modem out at the moment?
3. When will the HDD/Broadband upgrade be available and how much will it be?
Tim Framp, Alresford

1. Yes. A PS2 version of Lionhead Studio's hugely popular PC God sim is in development. The game is to be published by Electronic Arts but at this time there is no firm release date. You'll know as soon as we do.
2. One third-party USB modem has started shipping for PS2 in Japan. It's called the OnlineStation and it's manufactured by Sun Denshi. Though to be honest, there are going to be few compatible games released ahead of the launch of Sony's official Network Adapter early next year. And since that unit will incorporate both a 56k modem and broadband Ethernet connector for around £40, it's probably worth holding out until then. *(Turn to page 68 for more info on the Network Adapter in our interview with SCEE Senior VP, Phil Harrison).*
3. The PS2 Hard Disk Drive and Network Adapter will be launched simultaneously in the UK next Spring but will be sold separately. We've mentioned the Network Adapter above. The HDD unit will initially have a capacity of 40Gb and will retail for approximately £200. In addition to this, lower capacity 10Gb and 20Gb units are planned, and these will naturally sell for less.

IT'S A DATE?

1. Will *Final Fantasy X* and *Metal Gear Solid 2* be out in the UK before Christmas?
2. What games are Sega developing for PS2?
G Hughes, St Helens

1. Sadly, no. FFX *and* MGS2 *will both be out in the UK early next year but firm release dates have not yet been announced.*
2. Well, aside from Crazy Taxi *(which is out now) there are a slew of upcoming Sega games. First off are the PS2 ports of Dreamcast titles. So,* 18 Wheeler, Zombie Revenge, F355, *a substantially reworked* Ecco The Dolphin *and* Space Channel 5 *are all being developed. And then there are a clutch of original games in the wings;* Virtua Fighter 4, K-Project, Headhunter *and a* Space Channel 5 *sequel. No, we can't wait either.*

PAL NO 'AMI' OF MINE

I live in France, and I have had the PS2 ever since its launch, but frankly, I'm growing tired of the French games coming out for it. I wanted to know, is there any way at all I can make my PAL European PS2 play NTSC games? I saw something about patches on the Internet, but I'm not sure. Would this mean I'd have to copy the games using a CD-R drive and then burn the patch onto it?
Roham Gharegozlou, Paris

DSL: Dangerously Suspended Line-engineer? Apparently not.

YOU WHAT?

OPS2's stabilisers of righteous clarity bolted to the wobbly bike of inverse knowing. This month the question is "What is DSL?"

DSL is an acronym you're going to be hearing a lot more of as PS2 fulfils its online gaming potential. It stands for Digital Subscriber Line and refers to technology that makes it possible to transfer huge amounts of data via standard copper telephone lines. Effectively, this means that a large number of the UK's existing phone lines can be adapted to carry streaming video and the masses of high bandwidth information required for effective, smooth online gaming with your PS2. It does this by allowing digital information (ie the stuff your computer uses) to travel unmolested from server to your PS2 or PC without having to go through the transfer bottleneck required when it's sent in the same way your voice is when you use the phone. Regular 56k modems work *with* that bottleneck, rather than dispensing with it like DSL which is why they're slower than Ethernet connections.

As it is, your PAL PS2 cannot play NTSC games and as for patches, chips and other ways of modifying your machine, we recommend you steer clear of them. Using patches does involve burning modified copies of the games you want to play. This is illegal and even if you did choose to do it there's no guarantee of the finished disc working. As for chips, you're likely to need to solder any modchip onto the PS2 circuitry and this is a risky and difficult job. Once you've opened up your PS2 you automatically invalidate your warranty, so if you do slip with your soldering iron you'll end up with a very expensive paperweight instead of the blinding next-gen games machine you have now. Last of all, aside from some eccentric Japanese titles, the majority of quality NTSC games will be released in PAL format before long any way, often with considerable enhancements.

DOUBLE TROUBLE

I've just got my PS2 and am totally blown away by *F1 2001* but I have one problem. I've bought *Deep Blue Sea* and *The Perfect Storm* on DVD both of which are Warner Bros discs and both skip on layer 2. Now it's not the lens because all the other DVDs are fine so I just wondered if you knew of anyone having any similar problems.
A Greenfield, via email

Although Sony are giving DVD manufacturers access to PS2s so they can test their discs and prevent this problem, there are, for now, a small number of DVDs that will not work on the machine (although our copy of The Perfect Storm *worked fine). Sadly it's something that can happen with any DVD player. If anyone has had a similar experience let us know and we'll draw up a handy list that we'll print on this very page.*

LIFT ME UP

I've got a problem with a couple of my DVDs being scratched after playing them on my PS2. Someone told me at work it has something to do with how thick the DVD is compared to the games I play and that the machine doesn't lift it high enough to read it. Is there any truth in this?
Jon Buttery, via email

Despite being crammed with a lot more data than a regular CD, the DVD is actually the same thickness. And it goes without saying that even if they were thicker, the PS2 is designed to play DVDs and CDs so that wouldn't be a problem. Moving the PS2 while it's playing may have caused the scratches. However, if the problem persists and especially if playback is affected you should call SCEE's careline (08705 998877) and arrange for a replacement.

50 HURTZ

PS2 supports a 60Hz display, but game developers don't seem to be giving games this option. Most Dreamcast games did, giving you a lovely full-screen game area. I find borders on games so off-putting. Even if the game is great the borders make it appear shoddy. I know it's to do with the PAL conversion but if PS2 supports 60Hz why can't developers use this to give us the superior display games are intended to have?
M Richardson, via email

Even though the PS2 can cope with the NTSC 60Hz broadcast standard, not all that many TVs over here in PAL territory can. That is why few games released over here have a 60Hz option. Until it's more widespread it's not going to be considered a high priority by developers. □

Q&A EXTRA

Quoff deeply from our well-stocked mini-bar of queries.

Ali Hall adores his/her PS2 but wants to know if there's gonna be a Platinum range? Well certainly. But the criteria for a Platinum game state that it has to sell a certain number of copies in 12 months. And since the PS2 itself hasn't been out for a full year it's a little too soon for any titles to have fulfilled those requirements. **Pete Fairey** wants to know the release date for *Munch's Oddysee*. Sadly the bog-eyed, flatulent one has taken a wrong turning somewhere and ended up in the likely gaming cul-de-sac that is to be the Xbox. As a result it's a no show on PS2. **Ben Smallman** asks whatever happened to *WipEout Fusion* and *The Getaway* as they were previewed ages ago. Well, *WipEout Fusion* is with us in October but you're going to have to wait until next year for *The Getaway*. In the meantime we're going to get the E3 trailer of the game onto the DVD. Lastly **Zaphod** wants to know if there are going to be any games that require a light gun? Yes there are. Namco's *Time Crisis 2* is on its way (read our preview on page 16). Following on its heels will be Namco's other light gun game, *Vampire Nights*, while Empire promise the mysterious *Endgame*. More on that next issue...

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	Ref:	NOK.	MOT.	SAG.
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2. NEXT EPISODE	138444	✓	✓	✓
3. SAY MY NAME	102937	✓	✓	✓
4. YOU MAKE ME SICK	118263	✓		
5. I WANNA BE YOU	143149	✓		✓

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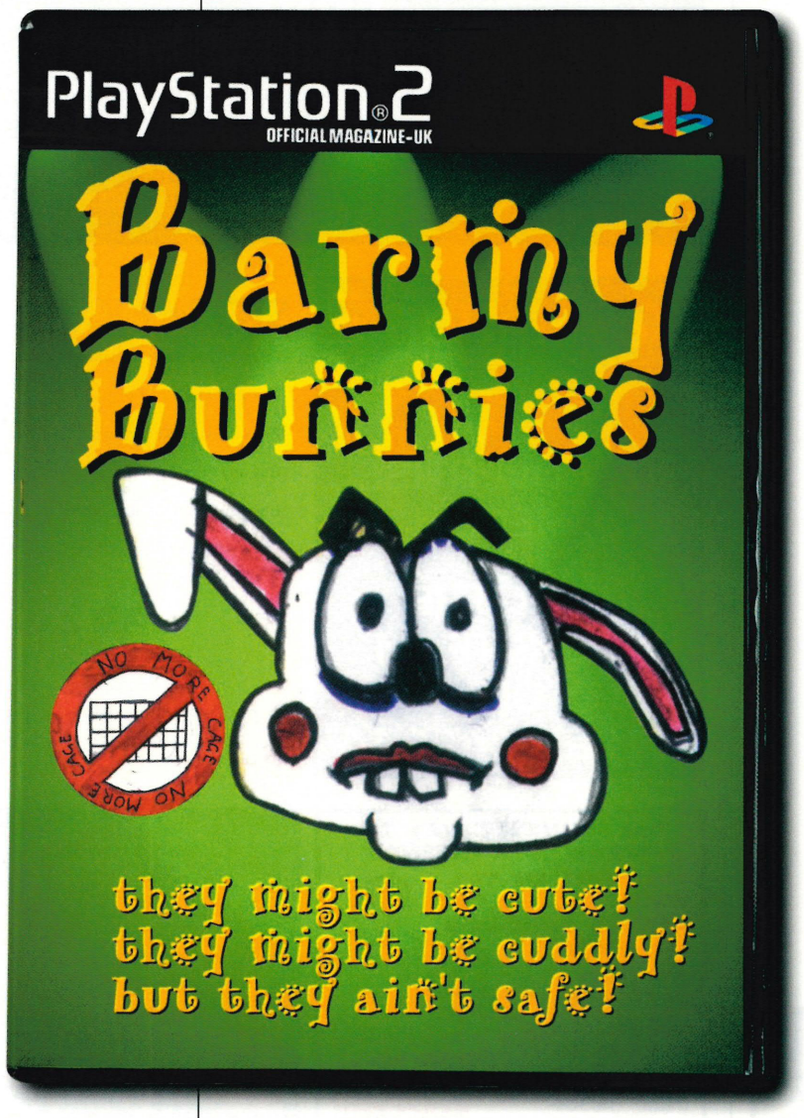
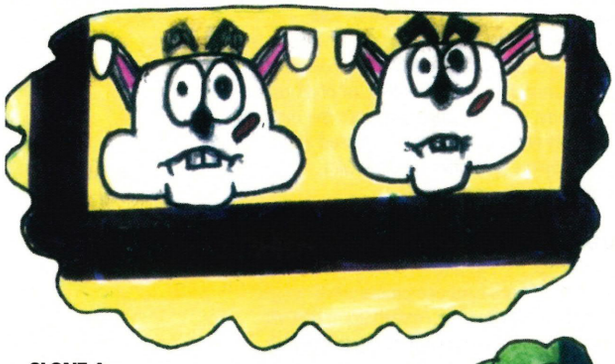
ENDGAME

Opinion/gossip/lists/columns/truths/lies/odds/sods/and some stuff you write



WARREN PEACE

Meet the characters in *Barmy Bunnies*.



CLONE A AND CLONE B
These two rabbits have been cloned. Ahh. Look at their frightened/scary faces. Don't it just make you want to save them?

FUZZY
The buck daddy. Fuzzy is out to save his brainwashed chums and equally fuzzy girlfriend Wuzzy. As you would.

RADIATION BUNNY
This rabbit is sick and bad to the bone. Give him a serious smack.

Designer Genes

Animal testing has always been a contentious issue. In Paul Ewing's *Barmy Bunnies* it's the animals themselves that are fighting back. And they're mad as a hatter...

WRITE TO:
Designer Genes, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email us at **PS2@futurenet.co.uk**. Send us a description of your game idea and try to accompany it with a few sketches or drawings to bring your words to life. If we like your idea we'll send you an *OPS2* T-shirt and a signed print of the box art designed by art thug, Graham.

#10: BARMY BUNNIES/DESIGNED BY: PAUL EWING, GLASGOW

"*Barmy Bunnies* is a 3D action adventure game about rabbits that have been tested on. They are exposed to radiation and become stronger, faster and are able to talk, and they aren't taking any more crap.

"They steal loads of weapons, clone lots of good bunnies and then brainwash them so they will be part of their army which they are creating to wage war against the humans.

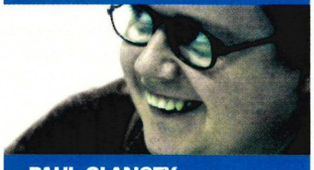
"You play as Fuzzy, a bunny who likes his owner and takes a stand to fight for the humans. In order to do this his mission is to save all the good bunnies one of whom is his girlfriend Wuzzy.

"In terms of gameplay, *Barmy Bunnies* is a cross between *Metal Gear* and *Fur Fighters*. You must complete increasingly more difficult missions in different environments, all of which are on a huge scale because you are playing from the level of a rabbit. Some of the missions require you to be stealthy and avoid detection while others are more like a first-person shooter. In one of the later levels you save your girlfriend. Then you have the option to fight as her as well and have double the fire-power.

"At the end of each level you find the brainwashed bunnies, the more you save, the higher your score.

"Barmy Bunnies would also include other modes like four-player Deathmatch, Capture The Flag and a sub-game you unlock after completing the first five levels called Bunny Boxing. *Barmy Bunnies* can be played in first- or third-person."

THE EXPERT'S OPINION



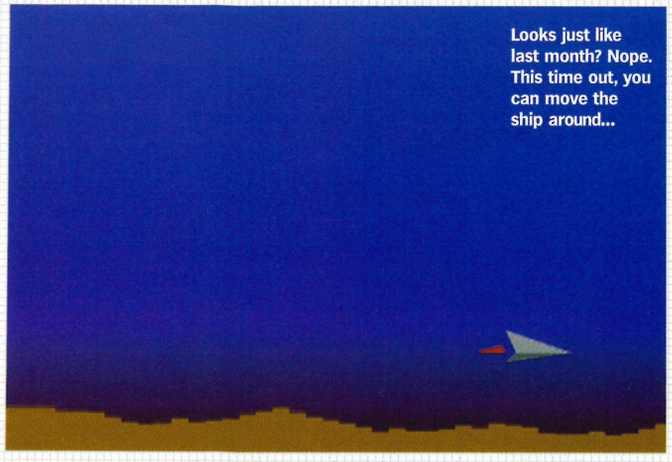
PAUL GLANCEY
Creative Manager at Criterion Studios, currently working on *AirBlade*.

"This is quite a good idea – apart from the rabbits. Making your game 'wacky' makes it original, but it only gets you so far in terms of sales because not enough people buy videogames for solely their comedic content. Publishers are savvy to that fact, so anything like this is always a tough pitch. Is making the game about bunnies going to appeal to more people than it would if it were about secret agents?

"If this was on the shop shelf next to a *Metal Gear Solid* game, wouldn't Solid Snake get the sale every time? Good title, though. Old school. Like a Spectrum game."

Back to Basic

OPS2's Jamie Sefton shows you how to make your own Yabasic games.



Looks just like last month? Nope. This time out, you can move the ship around...

#2: PLAYER CONTROL

WELCOME TO THE second instalment of a series that'll be demonstrating different aspects of Yabasic – the game-making utility generously provided on the free demo CD that came with your PS2. Every month we'll be providing new bits of code that will eventually build up into an enjoyable mini-game.

In last issue's column we printed Yabasic code that generated a scrolling mountain range and a spaceship complete with a glowing, animated thruster. Now we're going to show how you can add just a few lines to enable you to move the ship about using the Dual Shock 2. The two variables of 'plx' and 'ply' that affect the ship's position can be altered by detecting which button has been pressed (using the binary AND operation) and moving the ship accordingly.

The values of the different Dual Shock 2 buttons are:

- SELECT 1
- Left Analogue 2
- Right Analogue 4
- START 8
- ↑ 16
- ← 32
- ↓ 64
- → 128
- L2 256
- R2 512
- L1 1024
- R1 2048
- △ 4096
- ○ 8192
- ✕ 16384
- □ 32768

Add the following lines to last month's program between the 'Draw player' and 'End of frame' blocks of code and you'll now be able to control your ship with the D-pad. Try experimenting with the different values in the 'IF AND' lines to control the ship with the different Dual Shock 2 buttons. Next month – collision detection.

THIS MONTH'S CODE

```
REM — Player control —
c = PEEK ("port1")
IF AND(c,16) = 16 THEN ply = ply - 5 ENDIF
IF AND(c,64) ‹› 0 THEN ply = ply + 5 ENDIF
IF AND(c,128) ‹› 0 THEN plx = plx - 5 ENDIF
IF AND(c,32) ‹› 0 THEN plx = plx + 5 ENDIF
IF ply ‹ 30 THEN ply = 30 ENDIF
IF ply › 500 THEN ply = 500 ENDIF
IF plx ‹ 30 THEN plx = 30 ENDIF
IF plx › 500 THEN plx = 500 ENDIF
```

**Thanks to Mike Dean at SCEE for his invaluable help with this column.*

OPS2ometer

What's hot, what's not, what's out there..

FEVER

The ultimate office bluesbeater that is the split-screen carnage of ***Time Crisis 2***. With two new ergonomic G-Con 2s! Die, suckas!

Summer. It makes you drink more and wear less. What a great idea.

The televisual translation of *Bishi Bashi*'s mini-game madness that is the brilliant **Banzai**. Place ya bets nowwww!.

Rockstar Games. For its seemingly bottomless well of cool free stuff and for the enthusiastic swearing of its President Sam 'My Mum was in *Get Carter*' Houser.

The effortlessly glam celeb haunt **Chateau Marmont** for hosting said Houser interview.

Finishing *GT3*. Believe us, that's some cause for celebration.

Electrotank.com's **Flash-powered mini golf**. Look, it's been a slow games month...

CHILL

International League Soccer* versus *UEFA Challenge. Like Runcorn against Stalybridge Celtic on a wet Wednesday in January.

Summer. You've got hay fever, you're sweating buckets and the newsagent's all out of Soleros. We're praying for rain.

Having to give away the massive sack of **PS2-related goodies** we've tirelessly accumulated as a prize in our 50 Reasons feature. We just hope you're bloody grateful.

Trying to work out **what Phil Harrison is talking about**. Sod client side technologies, let's just play *Quake III*.

Not having any ***Army Men* games** to slate. So we'll lay into *WDL: WarJetz* instead. Same publisher, same sorry sack of *[Hasn't there been a lot of swearing this month? – Ed]*

The swine who **keep stealing all the batteries** from our remote controls.

Ageing pot-black miscreant Jimmy White not turning up to our engagement, citing a (and we quote) **'food poisoning incident'**. Yeah, yeah, Jim, we've all read the biography.

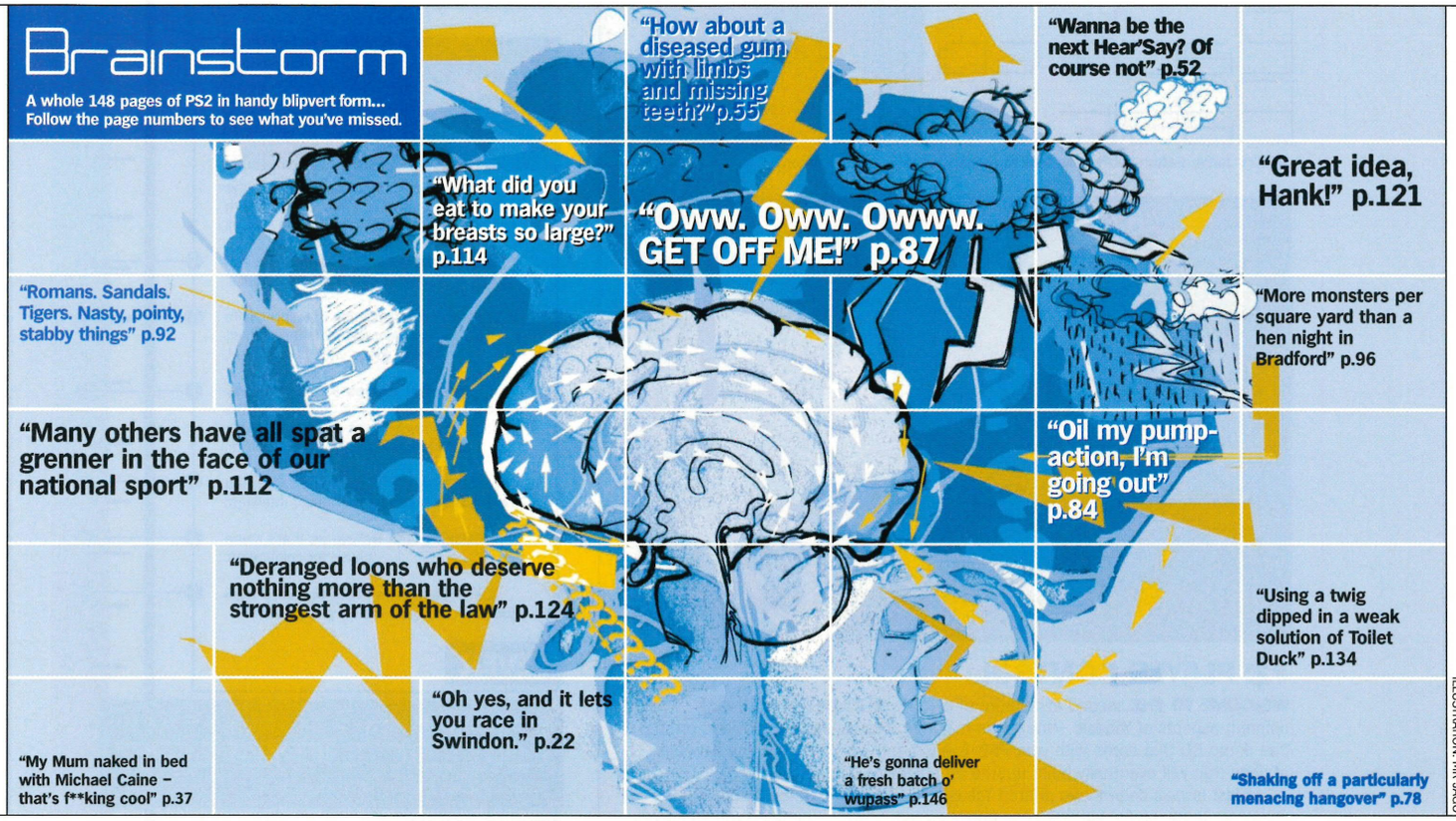

Brainstorm
A whole 148 pages of PS2 in handy blipvert form... Follow the page numbers to see what you've missed.
"How about a diseased gum with limbs and missing teeth?" p.55
"Wanna be the next Hear'Say? Of course not" p.52
"What did you eat to make your breasts so large?" p.114
"Oww. Oww. Owww. GET OFF ME!" p.87
"Great idea, Hank!" p.121
"Romans. Sandals. Tigers. Nasty, pointy, stabby things" p.92
"More monsters per square yard than a hen night in Bradford" p.96
"Many others have all spat a grenner in the face of our national sport" p.112
"Oil my pump-action, I'm going out" p.84
"Deranged loons who deserve nothing more than the strongest arm of the law" p.124
"Using a twig dipped in a weak solution of Toilet Duck" p.134
"Oh yes, and it lets you race in Swindon." p.22
"My Mum naked in bed with Michael Caine – that's f**king cool" p.37
"He's gonna deliver a fresh batch o' wupass" p.146
"Shaking off a particularly menacing hangover" p.78

ILLUSTRATION: MR JAGO

WIN! TICKETS FOR V2001 PLUS A SIEMENS SL45 MP3 PLAYER MOBILE PHONE!

SUMMER – A SEASON for chronic hayfever, imbibing beverages in beer gardens and, of course, heading off to summer festivals to see the best bands, have the best time and trying to remember where you pitched your tent. This year, *OPS2* has got together with Virgin Mobile to give you and three lucky mates the chance to win tickets to visit Weston Park, Staffordshire for V2001, sponsored by Virgin Mobile. On top of that, the winner will be able to phone his not-so lucky other mates from the festival on a extremely cool Siemens SL45 MP3 player phone.

So who's on this year's bill? Everyone from the looks of it. Take a look at this lot...

■ **Saturday 18th August**
Red Hot Chili Peppers, Foo Fighters, David Gray, Placebo, Neil Finn, Powderfinger, Toploader, The Divine Comedy, Doves, Starsailor, Ben Folds, Webb Brothers, Turin Brakes, Ed Harcourt, Grandaddy, Sparklehorse, Alfie, Bush Tree & Me

■ **Sunday 19th August**
Texas, The Charlatans, Coldplay, Faithless, Embrace, Nelly Furtado, Nina Pearson (Camp), Spooks, Muse, JJ72, Shed Seven, Wheatus, Phoenix, Snow Patrol, Kylie Minogue, Groove Armada, The Avalanches, Hooverphonic, Relish

☐ For full details of the line-up, keep an eye on the music press for news and announcements or visit www.vfestival.com.

THE PRIZE!

☐ A Siemens SL45 MP3 player mobile phone (connected to Virgin Mobile's Pay As You Go network)
☐ Two pairs (the winner plus three friends) of tickets and weekend camping passes to V2001, sponsored by Virgin Mobile (Weston Park, Staffordshire site only)
☐ Return train travel on Virgin Trains for all four people

What do we want for this completely ace prize? Just the answer to the following question and the now-standard 25-words-or-less tie-breaker question. Good luck to all and we'll see you down the front.

KYLIE DUETTED WITH ROBBIE WILLIAMS ON WHAT CHILD-RELATED SONG FROM ROBBIE'S *SING WHEN YOU'RE WINNING ALBUM*?

TIE-BREAKER QUESTION
I WOULD VERY MUCH LIKE TO GO TO V2001 BECAUSE... (COMPLETE IN LESS THAN 25 WORDS)

Send your answers plus name, address and contact number on a postcard to: V2001 Virgin Mobile Compo, *Official PlayStation 2 Magazine*, 30 Monmouth Street, Bath, Somerset, BA1 2BW, or email your answers to PS2@futurenet.co.uk, marking your mail 'V2001 Virgin Mobile Compo'. Competition closes 31st July so get sending them postcards.

Competition Rules
No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Virgin, Virgin Mobile or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 31st July 2001. If any prize becomes unavailable, Future Publishing and Virgin reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply. You heard.

The Quiz

Got now't else better to do? Feeling clever? It must be about time to attempt the *Official PlayStation 2 Magazine* Quiz then.

THE ANAGRAM ROUND

You know the drill. 'Lmesucnbar' the letters to make game titles.

1. Enter Koala Hind
2. Red Labia
3. So Splenetic
4. Ace Fungal Heel
5. Ted Drank Ajax

THE CRYPTIC ROUND

Tie your thinking walnut in knots in an attempt to find the game publishers.

1. World War II sea battle leaves arcade fun between A and B
2. When Japanese baby hedgehogs talk they...
3. Pure as the driven snow. But not for long
4. Cheat a French friend?
5. Return of the clapperboard

HANG ON, WHERE THE HELL AM I?

Match the locations to the PS2 games.

1. Tahiti Maze
2. Melée Island
3. Cape Canardo
4. The Gauntlet
5. The Jim Dandy

RESIDENT PEOPLE

These characters appear in which *Resident Evil* games?

1. Kenneth Sullivan
2. Nikolai Zinoviev
3. Alexia Ashford
4. Rebecca Chambers
5. Ben Bertolucci

SERIAL KILLER QUESTIONS

***Hannibal* is out on DVD this month, but in which films do these fictitious serial killers appear?**

1. John Doe
2. Henry Lee Lucas
3. Peter Foley
4. Carl Stargher
5. Francis Dolarhyde

HAPPINESS IS A WARM GUN

Which games do these weapons come from?

1. Rail Driver
2. Mercury Bow
3. BFG 10K
4. Bio Rifle
5. Mauser

TRUE OR FALSE

Which of the following statements are true and which are false?

1. *SSX Tricky* will feature the voice of Lucy Liu
2. Keiji Inafune created *Onimusha*
3. Hideo Kojima has a snake tattooed on his lower back
4. A new *Tekken 4* character is called Dean Earwicker
5. 3DO has the rights to do a videogame of *Countdown*

NB EH?

Which NBA teams are blessed with the following nicknames?

1. Timberwolves
2. Raptors
3. Trail Blazers
4. 76ers
5. Kings

TURNING JAPANESE

In which PS2 games do these characters have leading roles?

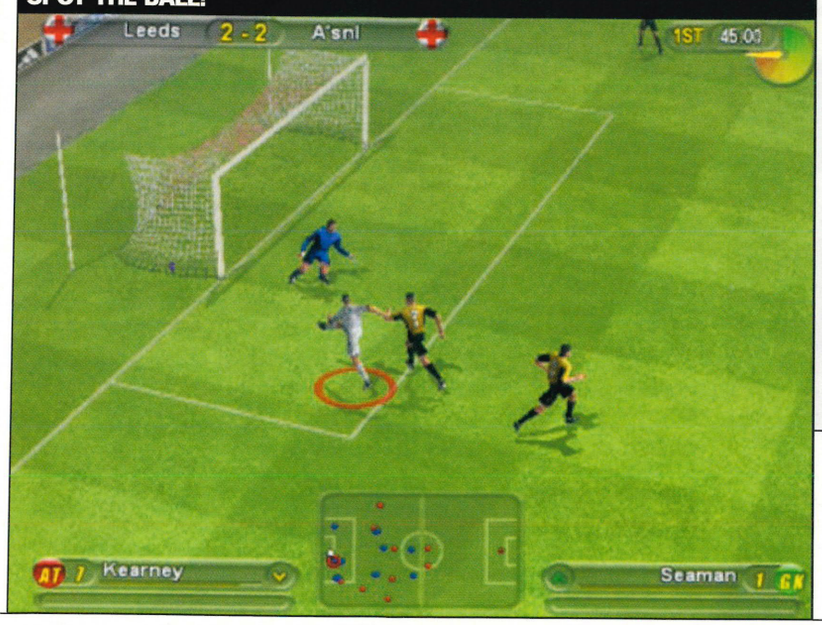
1. Samanosuke
2. Gokurakumaru
3. Shozaemon Hyuga
4. Kobayakawa
5. Eike

UEFA CHALLENGE FOOTBALL ROUND

Because a Euro footie quiz is far more fun than *UEFA Challenge* the game.

1. Which club has the accolade of winning the European Cup the most times?
2. How many players were sent off in Liverpool's recent UEFA Cup victory?
3. Which was the first British club to win the European Cup?
4. Name the ex-Aston Villa donkey who was the leading goalscorer of Euro 2000
5. Who scored the third goal in Man Utd's 1968 European Cup win?

SPOT THE BALL!



ANSWERS (USE A MIRROR)

The Anagram Round
1. Alone In The Dark
2. AirBlade
3. Silent Scope
4. UEFA Challenge
5. Jak And Dexter

The Cryptic Round
1. Midway
2. Sega
3. Virgin Interactive
4. Konami
5. Take 2

Hang On, Where Am I?
1. GT3: A-Spec
2. Escape From Monkey Island
3. Fur Fighters
4. Rumble Racing
5. MDK2 Armageddon

Resident People
1. Resident Evil
2. Resident Evil 3
3. Resident Evil Code: Veronica X
4. Resident Evil
5. Resident Evil 2

Killer Questions
1. Se7en
2. Henry: Portrait Of A Serial Killer
3. Copycat
4. The Cell
5. Manhunter

Happiness Is A Warm Gun
1. Red Faction
2. Oni
3. Quake III Revolution
4. Unreal Tournament
5. TimeSplitters

True Or False
1. TRUE
2. TRUE
3. FALSE
4. FALSE: Namco has changed his name to Steve Fox
5. FALSE

NB Eh?
1. Minnesota
2. Toronto
3. Portland
4. Philadelphia
5. Sacramento

Turning Japanese
1. Onimusha: Warlords
2. 7 Blades
3. Kengo: Master Of Bushido
4. Kessen
5. Shadow Of Memories

UEFA Challenged
1. Real Madrid
2. Two, both from Alaves
3. Celtic
4. Savo Milosevic
5. George Best

YOUR RATING

35-50 Stella Artois
25-35 Lager top
15-25 Lime and soda (pint)
0-15 Ditch water

Database

Want to know more? Need to know a release date? What about a game in the future? Something gone wrong? Here's all the info you could ever need...

3DO 01895 456 700
www.3doeurope.com
3DO Europe, 21-23 Mossop St, London SW3 2LY

ACCLAIM 0207 344 5000
www.acclaimnation.com
112-120 Brompton Rd, Knightsbridge, London SW3 1JJ

ACTIVISION 01895 456 789
www.activision.com
Long Island House, Suite 3a, 1-4 Marple Way, London W3 0RQ

CODEMASTERS 01926 814 132
www.codemasters.com
Stoneythorpe, Southam, Warwickshire CV33 0DL

CRAVE 00353 617 020
www.cravegames.com
58, Canalot Studios, 222 Kensal Rd, London W10 5BN

CRYO 0121 250 5072
www.cryo-interactive.com
186a Stratford Rd, Shirley, Solihull B90 3BQ

DISNEY INTERACTIVE 0990 998 877
www.disney.co.uk
PlayStation Careline, PO Box 2047, London W1A 3DN

EIDOS INTERACTIVE 0121 356 0831
www.eidos.co.uk
1 Hartfield Rd, Wimbledon, London SW19 3RU

ELECTRONIC ARTS 0870 243 2435
www.uk.ea.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

EMPIRE 0800 783 0156
www.empire.co.uk
The Spire, 677 High Rd, North Finchley N12 0DA

FOX INTERACTIVE 01932 454 032
www.foxinteractive.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

INFOGRAMES 0208 222 9700
www.infogrames.com
116 Baker St, London W1M 1LB

JVC INTERACTIVE 0207 240 3121
www.jvc.com
44 Wellington St, Covent Garden, London WC2E 7BD

KONAMI 0208 582 5573
www.konami-europe.com
7/9 The Oaks, Ruislip, Middlesex HA4 7LF

LEGO 01753 495 453
www.lego.com
33 Bath Rd, Slough, Berks SL1 3UF

MICROIDS 0208 901 7388
www.microids.com
2 Gayton Rd, Harrow, London HA1 2XU

MIDAS INTERACTIVE 01223 522 000
www.midas-interactive.co.uk
Matrix House, Cambridge Business Park CB4 0HH

MIDWAY 0207 938 4488
www.midway.com
96 Kensington High St, London W8 4SG

SCEE 0990 998 877
www.playstation-europe.com
PlayStation Careline, PO Box 2047, London W1A 3DN

SCi 0207 585 3308
www.sci.co.uk
11 Ivory House, Plantation Wharf, York Rd, London SW11 3TN

TAKE 2 INTERACTIVE 0870 124 2222
www.take2games.com
Saxon House, 2-4 Victoria St, Windsor, Berks SL4 1BY

THQ 01483 767 656
www.thq.com
Dukes Court, Duke St, Woking, Surrey GU21 5BH

UBI SOFT 0208 944 9000
www.ubisoft.co.uk
1 Weir Rd, Wimbledon, London SW19 8UX

VIRGIN INTERACTIVE 0207 551 4222
www.vie.co.uk
74A Charlotte St, London W1P 1LR

The Shortlist

If it's for PS2, and on sale in the UK then we've played it, argued about it and played it some more. Our potted judgements on the 95 games available begin below. Get you reading now.

OFFICIAL PlayStation 2 MAGAZINE STAR PLAYER

A title marked with our **StarPlayer** award is your guarantee of a title which excels on every level. Looking for a truly great PS2 game? Then get these.

4X4 EVOLUTION
(Take 2/Terminal Reality)
Flash but not fun off-roader.
Reviewed **OPS2#06**/**Overall 05**

7 BLADES
(Konami/KCEJ)
Ninja-styled adventure with repetitive gameplay.
Reviewed **OPS2#05**/**Overall 06**

ALL-STAR BASEBALL 2002
(Acclaim/Acclaim Studios Austin)
A sensibly-designed all-round game of baseball with oodles of hidden depth.
Reviewed **OPS2#07**/**Overall 07**

AQUA AQUA: WETRIX 2.0
(SCi/Zed Two)
Addictive update of cult puzzler, *Wetrix*.
Reviewed **OPS2#01**/**Overall 07**

ARMORED CORE 2
(Ubi Soft/From Software)
Infinitely-tweakable first-person mech shooter.
Reviewed **OPS2#04**/**Overall 07**

ARMY MEN AIR ATTACK: BLADE'S REVENGE
(3DO/3DO)
Dullsville helicopter game.
Reviewed **OPS2#09**/**Overall 02**

ARMY MEN: GREEN ROGUE
(3DO/3DO)
On-rails shooter which plumbs new depths.
Reviewed **OPS2#08**/**Overall 01**

ARMY MEN: SARGE'S HEROES 2
(3DO/3DO)
Poorly realised shooter.
Reviewed **OPS2#07**/**Overall 03**

BLOODY ROAR 3
(Virgin/Hudson Soft)
Transmogrification-fixated battler lacking depth.
Reviewed **OPS2#09**/**Overall 06**

CRAZY TAXI
(Acclaim/Sega/Acclaim)
Pure arcade thrills. If you want speed, buy this now.
Reviewed **OPS2#07**/**Overall 08**

DEAD OR ALIVE 2
(SCEE/Tecmo)
Cult beat-'em-up with a blistering frame rate.
Reviewed **OPS2#02**/**Overall 07**

DISNEY'S DINOSAUR
(Ubi Soft/Ubi Soft)
Poor movie spin-off.
Reviewed **OPS2#03**/**Overall 04**

DONALD DUCK: QUACK ATTACK
(Ubi Soft/Disney Interactive)
More 'cack' than 'quack'.
Reviewed **OPS2#04**/**Overall 04**

DRAGON'S LAIR
(Digital Leisure/ Cinematronics)
Unplayable retro adventure.
Reviewed **OPS2#03**/**Overall 02**

DRAGON'S LAIR II: TIMEWARP
(See above)
Painfully dull arcade sequel.
Reviewed **OPS2#03**/**Overall 01**

DRIVING EMOTION TYPE-S
(EA/Square)
Dismal, *dismal* racer.
Reviewed **OPS2#05**/**Overall 04**

DYNASTY WARRIORS 2
(Midas Interactive/KOEI)
Mixes strategy, sword-slashing, horse riding and shooting people.
Reviewed **OPS2#02**/**Overall 07**

ESCAPE FROM MONKEY ISLAND
(Activision/LucasArts)
Adventure with smart visuals, a brilliantly witty script and intelligent puzzling.
Reviewed **OPS2#09**/**Overall 08**

ETERNAL RING
(Ubi Soft/From Software)
Unoriginal Japanese RPG.
Reviewed **OPS2#05**/**Overall 03**

EVERGRACE
(Ubi Soft/Crave Entertainment/ From Software)
A depressing RPG which fails to engage on all levels.
Reviewed **OPS2#06**/**Overall 02**

EXTERMINATION
(SCEE/Deep Space)
Survival horror-fest crawling with design innovations.
Reviewed **OPS2#08**/**Overall 07**

ESPN INTERNATIONAL TRACK & FIELD
(Konami/KCEO)
Graphically impressive athletics sim with dodgy AI.
Reviewed **OPS2#01**/**Overall 06**

ESPN NATIONAL HOCKEY NIGHT
(Konami/KCEO)
Gameplay kinks put this below its EA Sports rival.
Reviewed **OPS2#05**/**Overall 06**

ESPN NBA 2NIGHT
(Konami/KCEO)
Yup, only fun for gamers who like basketball.
Reviewed **OPS2#05**/**Overall 06**

ESPN WINTER X-GAMES SNOWBOARDING
(Konami/KCEO)
Realistic snowboarding sim, hampered by bland graphics and slow controls.
Reviewed **OPS2#01**/**Overall 06**

F1 CHAMPIONSHIP SEASON 2000
(EA Sports/EA/Visual Sciences)
Hardcore F1 fans will find this a little too easy.
Reviewed **OPS2#03**/**Overall 06**

F1 RACING CHAMPIONSHIP
(Video System/Ubi Soft)
Good attention to detail but less fun than its competitors.
Reviewed **OPS2#06**/**Overall 05**

FORMULA ONE 2001
(SCEE/Studio Liverpool)
Tons of depth, but it'll feel just too 'simmy' for some. Still the best F1 game on the PS2 to date though.
Reviewed **OPS2#07**/**Overall 08**

FANTAVISION
(SCEE/SCEI)
The world's first fireworks game. Not enormous but of rare and random beauty.
Reviewed **OPS2#01**/**Overall 07**

FIFA 2001
(EA Sports/EA Sports Canada)
Great graphics but second division gameplay.
Reviewed **OPS2#02**/**Overall 06**

FUR FIGHTERS
(Acclaim/Bizarre Creations)
Cute fluffy creatures armed with shotguns blast each other to pieces in this cel-shaded cartoon adventure.
Reviewed **OPS2#08**/**Overall 08**

GAUNTLET: DARK LEGACY
(Midway/Midway East Games)
Dated gameplay negates any innovative additions.
Reviewed **OPS2#08**/**Overall 05**

GRADIUS III & IV
(Konami/KCET)
Dull 2D arcade shooter.
Reviewed **OPS2#01**/**Overall 02**

GRAN TURISMO 3: A-SPEC
(SCEE/Polyphony Digital)
GT3 is the greatest driving game in the world – rally cars, F1 cars, they're all in there. A must-buy.
Reviewed **OPS2#09**/**Overall 09**

GUN GRIFFON BLAZE
(Swing/GameArts)
Another mech shooter for robot fetishists everywhere.
Reviewed **OPS2#03**/**Overall 07**

H30 SURFING
(Take 2/ASCII)
Inadequate surf sim with an infuriating camera angle.
Reviewed **OPS2#02**/**Overall 04**

HEROES OF MIGHT AND MAGIC
(3DO/3DO)
Patchy PC adventure.
Reviewed **OPS2#08**/**Overall 03**

HOLOGRAM TIME TRAVELLER
(Digital Leisure/Sega)
Avoid like the plague.
Reviewed **OPS2#03**/**Overall 00**

INTERNATIONAL SUPERSTAR SOCCER
(Konami/KCEO)
Genuine squads and more instant terrace gratification.
Reviewed **OPS2#01**/**Overall 08**

KENGO: MASTER OF BUSHIDO
(Ubi Soft/LightWeight)
A padded training mode makes up for this ninja fighter's limited nature.
Reviewed **OPS2#07**/**Overall 06**

KESSEN
(Electronic Arts/KOEI)
RTS on a huge scale with 100 warriors on-screen at once. An all-consuming work of true beauty.
Reviewed **OPS2#04**/**Overall 07**

KNOCKOUT KINGS 2001
(EA Sports/EA Sports)
Competent boxing sim. Not good enough to earn its royal status though.
Reviewed **OPS2#05**/**Overall 06**

KURI KURI MIX
(Empire/From Software)
Bizarre two-player puzzler fixated with greed.
Reviewed **OPS2#07**/**Overall 07**

LE MANS 24 HOURS
(Infogrames/Melbourne House)
More accessible for the gamer daunted by simulation-style vehicle handling, while has depth and thrills in abundance.
Reviewed **OPS2#09**/**Overall 08**

MADDEN NFL 2001
(EA Sports/EA Sports)
PS2's most rewarding and complete sports game yet with excellent presentation.
Reviewed **OPS2#01**/**Overall 08**

MDK2 ARMAGEDDON
(Interplay/BioWare)
A unique, challenging adventure with ideas bursting out of its skin.
Reviewed **OPS2#07**/**Overall 08**

MIDNIGHT CLUB
(Rockstar/Angel Studios)
Speedy urban racing, boasting huge NYC and London environments.
Reviewed **OPS2#01**/**Overall 04**

MOTO GP
(SCEE/Namco)
Gran Turismo on two wheels (ish). A fantastic motorbike sim.
Reviewed **OPS2#03**/**Overall 07**

MTV MUSIC GENERATOR
(Codemasters/Jester)
Home DJ sample/mixer music maker. Enormous fun and nigh on faultless. One of the most exciting and well put together releases yet.
Reviewed **OPS2#08**/**Overall 09**

NBA HOOPZ
(Midway/Eurocom)
The most enjoyable basketball sim on PS2.
Reviewed: **OPS2#06**/**Overall 06**

NBA LIVE 2001
(EA Sports/EA Sports)
Solid and playable EA franchise.
Reviewed: **OPS2#05**/**Overall 06**

NHL 2001
(EA Sports/EA Sports, Canada)
EA Sports' perennial ice hockey licence has stepped up to the mark.
Reviewed **OPS2#02**/**Overall 08**

ONI
(Rockstar/Bungie Software)
Pioneers new character animation in an enjoyable third-person sci-fi romp.
Reviewed **OPS2#05**/**Overall 07**

Reader's Choice

WHY EVERYONE SHOULD OWN... **MOTO GP**

Nominated by **BEN WATERWORTH** from Reading **"Turn the music off and listen to the whine of that bike."**

"*Moto GP* is all-round fun, while also being a great simulation. It has some of the best graphics I've seen come out of my little black box, especially in Replay mode. Okay, so the music may be rubbish, but turn it off and listen to the whine of that bike – only *GT3* beats it! The challenges, did I mention them? Some are easy but others are near impossible, I congratulate anyone who's completed them – I sure as hell can't! You said it first, but *Moto GP* really is *Gran Turismo* on two wheels!"

What's the PS2 game you think everyone should own? Write to Reader's Choice at the usual address or e-mail your suggestion to PS2@futurenet.co.uk. Enclose name, address, age, and photo to win a game of your choice.

Six Of The Best...

SHOOTING GAMES

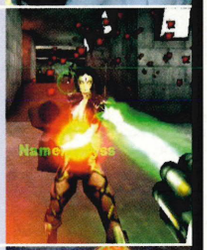
1. STAR WARS: STARFIGHTER
What's this doing here? In a shooters list? It's here because you shoot things and whether you're in a ship or not, this space fighter will rock any Jedi Knight's world.
*Starfighter *is out now from Activision*

2. QUAKE III
Structures are curvaceous while colours and hues emanate from every on-screen inch. With bullets, blood *and* bravado, it's a FPS to beat *TimeSplitters*.
*Quake III *is out now from EA*

3. TIMESPLITTERS
A frenetic pumped-up 3D blaster with incredibly addictive gameplay, jaw-dropping graphics, meaty weapons and way-out characters. Unbelievably fast too.
*TimeSplitters *is out now from Eidos*

4. RED FACTION
An explosive and epic adventure which keeps you guessing up until the very end, featuring a wealth of FPS action. The downside? Only a two-player (plus robots) Deathmatch mode.
*Red Faction *is out now from THQ*

5. UNREAL TOURNAMENT
A festival of guns, guts and gore with a huge number of well-designed levels and superb Deathmatch options – an FPS which really kicks ass.
*Unreal Tournament *is out now from Infogrames*



6. ZONE OF THE ENDERS
A top-class mission-based robo shoot-'em-up from Hideo Kojima with a free playable *Metal Gear Solid 2* demo bolted on for good measure.
*Zone Of The Enders *is out now from Konami*

ONIMUSHA: WARLORDS
(Capcom/Capcom)
Impressive survival horror which lets the PS2 show off what it can do. Gameplay isn't so fresh, though.
Reviewed **OPS2#09/Overall 08**

OPERATION WINBACK
(Midas Interactive/KOEI)
Lacks variety, but it's an enjoyable stealth shooter.
Reviewed **OPS2#07/Overall 06**

ORPHEN
(Activision/Shade Inc)
Disappointing anime-inspired Japanese RPG.
Reviewed **OPS2#01/Overall 04**

POOLMASTER
(Take 2/Ask)
Dull pool sim, despite some tidy ball physics.
Reviewed **OPS2#02/Overall 05**

QUAKE III
(EA/Bullfrog)
In four-player mode, this first-person shooter is the best multiplayer yet. Plays like lightning and looks absolutely gorgeous.
Reviewed **OPS2#06/Overall 09**

RAYMAN REVOLUTION
(Ubi Soft/Ubi Soft)
Animation-quality graphics elevate this classic platformer above others of its kind. New elements add longevity, and make for engrossing gameplay.
Reviewed **OPS2#02/Overall 08**

RC REVENGE PRO
(Acclaim/Acclaim Cheltenham)
Last-gen graphics and sluggish frame rate adds up to an avoidable kart racer.
Reviewed **OPS2#02/Overall 03**

READY 2 RUMBLE: ROUND 2
(Midway/Midway)
Marvellous arcade-based comedy boxing game, pitting ridiculous cartoon fighters against one another.
Reviewed **OPS2#01/Overall 07**

RED FACTION
(THQ/Volition)
First-person shooter melding *MGS* and *Quake III*. Its magnificence is marred only by a little lazy design.
Reviewed **OPS2#08/Overall 08**

RIDGE RACER V
(SCEE/Namco)
Initial high hopes scuppered by jagged edges, limited size and a general lack of originality.
Reviewed **OPS2#01/Overall 07**

RING OF RED
(Konami/KCE)
A mech RTS that's fun? Oh yes. A must for the discerning robo-fetishist after something different.
Reviewed **OPS2#07/Overall 08**

ROBOT WARLORDS
(Midas Interactive/DaZZ)
Many other superior mech games make this redundant.
Reviewed **OPS2#06/Overall 04**

RUGBY
(EA Sports/Creative Assembly)
More akin to *Madden* than *FIFA* in approach, a highly enjoyable take on the sport.
Reviewed **OPS2#08/Overall 07**

RUMBLE RACING
(EA/EA)
Fast and furious racer with oodles of challenge and replay value to die for in two-player mode.
Reviewed **OPS2#08/Overall 08**

SHADOW OF MEMORIES
(Konami/KCET)
A filmic adventure which keeps the surprises coming with a serpentine plot.
Reviewed **OPS2#05/Overall 08**

SILENT SCOPE
(Konami/KCEO)
Slick but simple shooting gallery-style game where you play a police sniper. An extremely taut and enjoyable game.
Reviewed **OPS2#01/Overall 08**

SILPHEED: THE LOST PLANET
(Swing/Treasure, GameArts)
Tedious top-down shooter.
Reviewed **OPS2#03/Overall 03**

SKY ODYSSEY
(SCEE/Cross for SCEI)
A flight sim where you don't have to shoot anything, just complete crazy missions. The fun just keeps on coming.
Reviewed **OPS2#06/Overall 08**

SKY SURFER
(Virgin Interactive/ Idea Factory)
Dull extreme sporter.
Reviewed **OPS2#04/Overall 03**

SMUGGLER'S RUN
(Rockstar/Angel Studios)
Mission-based fun in which you escape from the cops with a trunkload of booty. Impressively large free-roaming environments.
Reviewed **OPS2#01/Overall 07**

SPACE ACE
(Digital Leisure/ Cinematronics)
Ancient arcade port.
Reviewed **OPS2#04/Overall 01**

SSX
(EA Sports Big/EA Sports Canada)
This outrageous, inventive rainbow-coloured high-speed snowboard game is packed with crazy courses. This is one game which will take your breath away. If the PS2 ever needed an advertisement, this is it.
Reviewed **OPS2#01/Overall 09**

STAR WARS: STARFIGHTER
(Activision/LucasArts)
A mesmerising 3D *Star Wars* blaster with engaging missions and film-perfect sound effects. A blindingly good space shooter. Buy this game, you will.
Reviewed **OPS2#06/Overall 09**

STAR WARS: SUPER BOMBAD RACING
(Activision/Lucas Learning)
Cartoon kart racer with wonky AI and derivative gameplay. The force is weak in this one.
Reviewed **OPS2#08/Overall 05**

STREET FIGHTER EX3
(Capcom Eurosoft/Arika)
A decent enough 2D/3D battler, but doesn't give *Tekken Tag Tournament* anything to worry about.
Reviewed **OPS2#03/Overall 07**

SUMMONER
(THQ/Volition)
The best PS2 RPG. A little too ugly perhaps, but still a gem-like sprawling epic with a highly original plot.
Reviewed **OPS2#04/Overall 08**

SUPER BUST-A-MOVE
(Acclaim/Taito)
Another update of a classic game, but a pointless one as it adds nothing new.
Reviewed **OPS2#02/Overall 04**

SWING AWAY GOLF
(EA Sports/T&E Soft)
Cutesy PSone golf sim let down by a poor conversion.
Reviewed **OPS2#02/Overall 03**

TEKKEN TAG TOURNAMENT
(SCEE/Namco)
Fantastically playable and graphically spectacular beat-'em-up. All new tagging moves will keep the testy *Tekken* faithful happy.
Reviewed **OPS2#01/Overall 08**

THE BOUNCER
(SCEE/Squaresoft)
A fun, accessible brawler whose adventuring elements are fairly limited.
Reviewed **OPS2#09/Overall 06**

TG DARE DEVIL
(Kemco/Papaya Studios)
Fun driving sim, but lacks any depth.
Reviewed **OPS2#02/Overall 05**

THEME PARK WORLD
(EA/Bullfrog)
A God sim to flip for. Enjoyable, charming and with a lightness of touch.
Reviewed **OPS2#03/Overall 07**

TIGER WOODS PGA TOUR 2001
(EA Sports/EA Sports)
Fun enough golf sim which suffers from a seemingly random control system.
Reviewed **OPS2#06/Overall 06**

TIMESPLITTERS
(Eidos/Free Radical Design)
Fast and frantic multiplayer first-person shooter. May look 'old' when up beside *Quake III Revolution*. One of the best 'Shoot your buddies' PS2 games.
Reviewed **OPS2#01/Overall 09**

UNREAL TOURNAMENT
(Infogrames/Epic Games)
Gory, over-the-top, extremely violent and immensely playable FPS, let down by a slow frame rate in four-player mode. Get *Quake III* or *TimeSplitters* for the same deal but a hell of a lot faster.
Reviewed **OPS2#04/Overall 08**

WACKY RACES STARRING DASTARDLY AND MUTTLEY
(Infogrames/Infogrames)
Misty-eyed fans of the series will love the visuals, however the average gameplay punctures any nurtured enthusiasm.
Reviewed **OPS2#09/Overall 06**

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY
(Ubi Soft/Disney Interactive)
Disappointing Disney dance-'em-up. Go for the cheaper PSone version instead.
Reviewed **OPS2#08/Overall 04**

WARRIORS OF MIGHT AND MAGIC
(3DO/3DO)
Dreadful adventure/RPG.
Reviewed **OPS2#07/Overall 03**

WDL: THUNDER TANKS
(3DO/3DO)
An arcade tank sim which is an absolute romp in four-player Deathmatch mode, although blowing up CPU controlled tanks in single player isn't much fun.
Reviewed **OPS2#05/Overall 07**

WILD WILD RACING
(Rage/Rage)
Off-road buggy racing game with merely acceptable looks and initially discouraging handling. Gets better the more you play.
Reviewed **OPS2#01/Overall 06**

X-SQUAD
(EA/EA Square)
Team-based third-person shooter. Enjoyable enough fare, but never inspiring.
Reviewed **OPS2#02/Overall 05**

ZONE OF THE ENDERS
(Konami/KCEJ)
Cool graphics and intuitive controls make this a mech game with soul. But then what did we expect from Kojima? Oh, and then there's that free *MGS2* demo.
Reviewed **OPS2#06/Overall 09**

FACTFILE
Game: ***Onimusha: Warlords***
Publisher: **Capcom Eurosoft**
Developer: **Capcom**
Review: ***OPS2 #09***

#10: Onimusha: Warlords

Endangered species impersonation caps feudal horror game shocker, brought to life by illustrator Mr Jago.

WHAT?

So how did we get to this bit?

You are Samanosuke, samurai and protector of maiden in peril, Princess Yumi. When Lord Nobunaga, killed in battle a year before, reappears on the scene at the head of a demonic army and kidnaps Yumi and her young step brother, Samanosuke and his partner Kaede, a female ninja, must investigate. After you've defeated untold legions of demons and opened up a door to the underworld you must slay the demon king Fortinbras in an epic showdown. And your reward for this mammoth effort? The chance to play again in a Panda suit with flip top head. Yesss!

HOW?

Getting to play fancy dress isn't easy. You've got to slice and dice before you can get your paws on *Onimusha*'s bear necessities.

Onimusha has a finely balanced learning curve so even though it gets very tricky to play in the later stages, the chances of wanting a cheat code to unlock (and ruin) everything are tiny. Which is good, since there isn't one. Yet. You can make your journey easier though by saving the game at the Magic Mirrors *or* simply returning to the Dark Realm to get some easy kills and stock up energy-boosting souls for the final showdown with Fortinbras. A date with the Shopkeeper awaits...

WHY?

***OPS2*'s resident quasher of evil, Paul 'Not the face! Not the face!' Fitzpatrick explains why *Onimusha: Warlords* is this month's choice.**

"The first thing that hits you about *Onimusha* is the graphics but start playing and you'll see the game gets an awful lot of other things spot on. Making the souls of defeated demons a source of energy is a great idea and gets you spoiling for fights at every turn. Puzzles are testing but don't slow down the action and restricting the setting to a castle and its grounds means that single locations can and will serve different purposes depending on your progress. A nice touch and a great game."

WHO?

Fearing for his pic-a-nic basket, illustrator Mr Jago 'bears' his soul about how this piece of panda-pop art came to be...

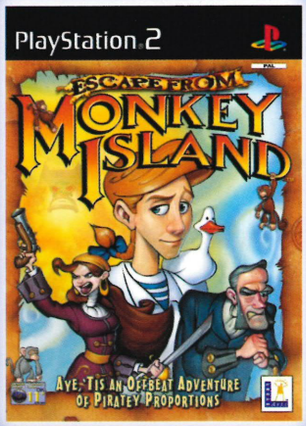
"I had a lot of fun with this one. I really liked the idea of smacking baddies around dressed as a panda. After rumbling through lots of bad guys our hero has been told that his girlfriend has been kidnapped, so I've drawn him looking worried and then shown him donning his panda helmet and rushing to the rescue. (He's gonna deliver a fresh batch o' wupass.) The background on the illustration is supposed to suggest an oriental feel. I've been playing *Quake III* and *TimeSplitters* recently. I'm on a shooty tip."

YOUR GO!

If you think you've reached a better end sequence, write to us and tell us what it is, how you got there and why you think it's so great. Prizes on offer for the ones that we feature on this page include a framed print of the final artwork. Write to us at: **GameOver, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Email **PS2@futurenet.co.uk**

HMV

seriouslyaddictive...



Escape From Monkey Island™

Escape From Monkey Island™ is the fourth chapter in this most celebrated and comical adventure game series. Guybrush Threepwood returns once again to face sociopathic parrots, freakishly deformed buccaneers and an insult flinging villain with a sinister agenda. *Escape From Monkey Island*™ brings to PlayStation 2 all the salty humour, engaging game play and fresh puns for which the legendary series is famous...oh and a ship load of monkeys!

"A terrific example of how good adventure gaming can be."
8/10 Official PlayStation 2 Magazine.

Out Now

PlayStation 2
Mix dynamic visuals with exclusive DJ sets
MINISTRY OF SOUND
MODERNGROOVE
Ministry of Sound
Edition
Mix visuals with five hours of Dance Anthems from Tall Paul, Ferry Corsten, Paul Jackson, Krafty Kutz and Paul Dakeyne
Ubi Soft

Ministry Of Sound

Featuring over 5 hours of the latest House, Trance and UK Garage music, mixed by some of the most famous DJs around including Tall Paul, Ferry Corsten and Paul Jackson. Containing a huge catalogue of interactive 3D objects, sprawling backdrops, film clips and other animated images, this unique piece of software allows you to create your own stunning visuals and then sync them in time to your own personal tracklist. Choose from over 60 tracks, including some previously unavailable tunes, from the likes of Sonique, Bedrock and Schiller, then create your visual masterpiece to either get the party in the mood or to create the perfect post-club chillout zone.

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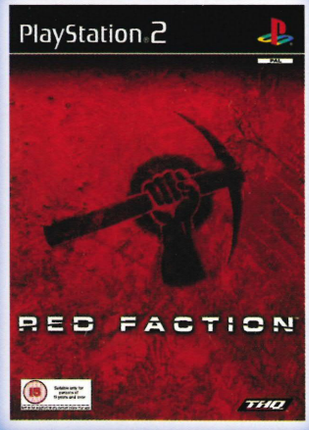

Red Faction™

The revolution in gaming has arrived. *Red Faction*™ is the only FPS with real-time arbitrary geometry modification. Put simply, you can destroy the environment. Featuring an astonishing physics engine, controllable land, sea and air vehicles, intense graphics, kick-ass weapons, 20 dynamic 3D environments and an intense and involving storyline. *Red Faction*™ is the next must-have title for serious gamers.

"One of the most polished and engaging PS2 titles to date." PSM2

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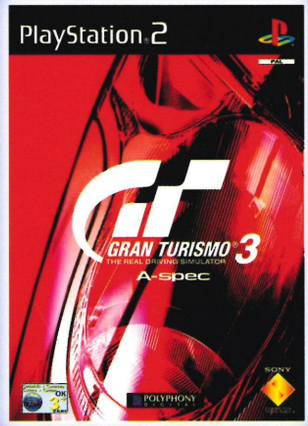
Out Now



Gran Turismo 3 A-Spec

Gran Turismo 3 A-spec, the third installation of the best-selling racing franchise, brings you the ultimate driving experience in the ultimate racing game. Featuring amazing special effects, mind-blowing graphics and the world's best cars. Racing has never been this good.

"GT3 is the greatest driving game in the world. A must-buy for every PS2 owner."
9/10 Official PlayStation 2 Magazine.

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Released 20th July

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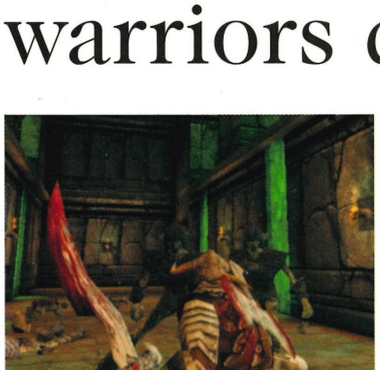
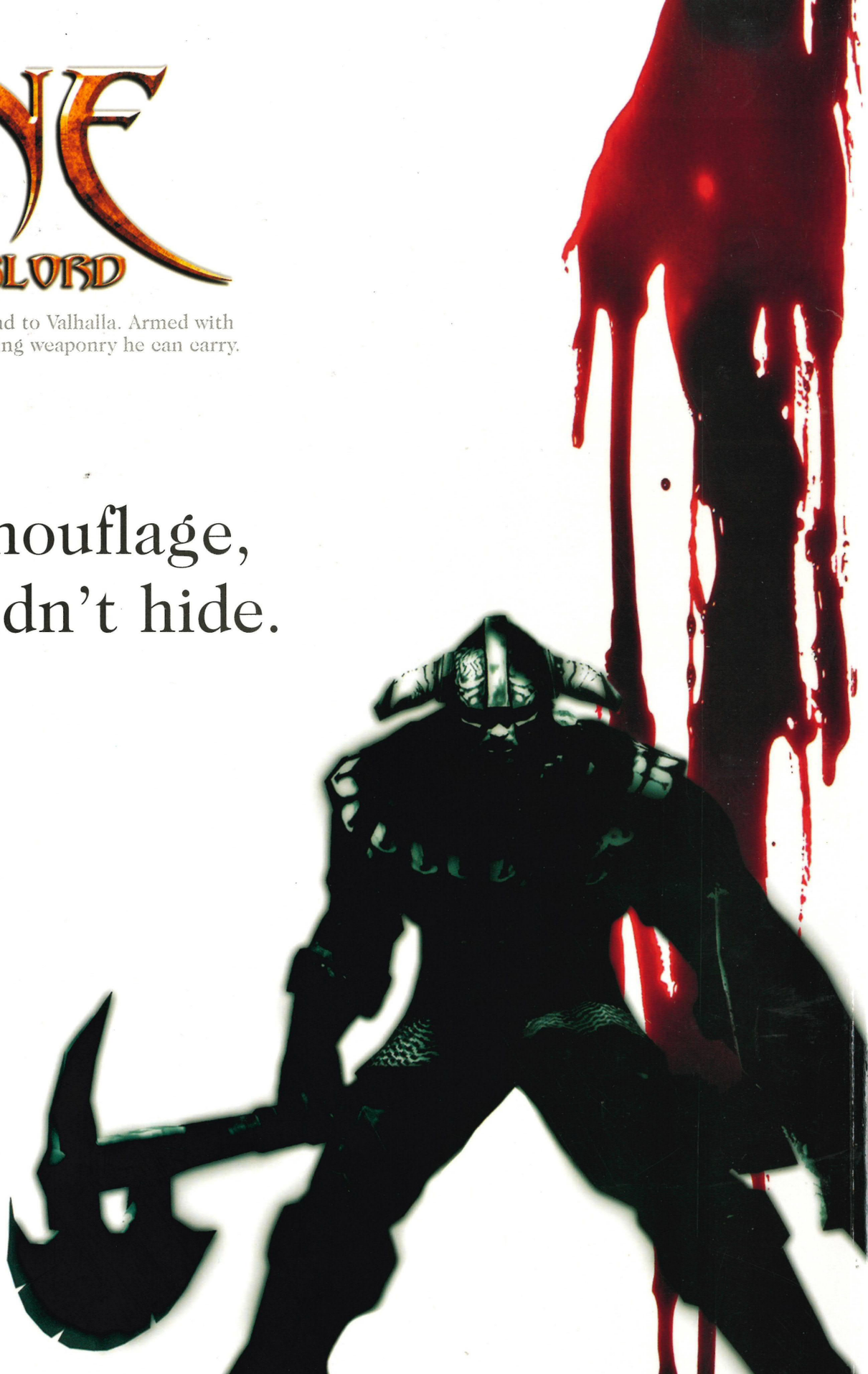
RUNE
VIKING WARLORD

One unstoppable viking on the road to Valhalla. Armed with all the skull-cracking, body chopping weaponry he can carry.

Before camouflage, warriors didn't hide.





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PlayStation.2

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